JOHN ADAMS
TECHNICAL GAME DESINGER

EXPERIENCE

Wolf Packtics | Technical Designer
04/2021 - Present
- Work on *Zenko: A Fox's Tale*, a 3D Platformer developed in UE4 with a team of 16.
- Design main menu UI and develop Blueprint logic in UE4 to allow levels to be selected from main menu.
- Produce VFX for spirit actors using UE4 to create spectral effects.
- Create environmental assets using spline tools for a dynamic environment.
- Prototype game mechanics with Blueprint visual scripting to test game design concepts.

Electronic Revolution Studios| Project Lead
10/2020 – 04/2021
- Worked on *The Last Spark*, a 3D Platformer developed in UE4 with a team of 13.
- Managed scope to keep goals and timeline aligned.
- Provided status updates to report milestones and future commitments.
- Conducted data analysis to determine the utilization of hours and to determine progress of the project.
- Prototyped game mechanics in UE4 using Blueprint visual scripting to implement gameplay design.

GAME DEVELOPMENT PROJECTS

Gauntlet Challenge| Technical Designer
02/2021 - 04/2021
- Created Enemy AI Actors for prototype *The Outpost* that tracks player movement and attacks in range.
- Developed environmental assets to provide narrative background for prototype.

Game Lab | Technical Designer
01/2021 - 04/2021
- Designed UI and UI logic on the Sea Fox Project for Lockheed Martin.
- Created spawning object volume to randomly spawn mines to test submarine player AI.

RPP | Technical Designer
11/2020 - 12/2020
- Wrote the GDD and script for *The Strayhouse*.
- Created audio components in UE4 using Blueprints visual scripting.

INTERNATIONAL EXPERIENCE

UNITED STATES
AFRICA
SAUDI ARABIA
CHINA
SOUTH KOREA

TECH SKILLS	DESIGN	SOFTWARE
• C#, C++, C	• Adobe Ps	• Unreal Engine 4
• Python, Lua	• Adobe Ai	• Unity
• SQL, Excel VBA	• Adobe Id	• Perforce
• JavaScript, PHP	• Maya	• Jira

CERTIFICATIONS

Computing Technology Industry Association
Certificate in IT Fundamentals
01/2018 (No Expiration)
Certification in PC deployment, maintenance, and troubleshooting.

EDUCATION

FIEA at the University of Central Florida
08/2020 – 08/2021
M.S. in Interactive Entertainment

The Tech Academy
04/2019 – 08/2019
Certificate in Software Development

Georgetown University
01/2007 – 05/2009
M.A. in Liberal Studies

University of Central Florida
08/1998 – 05/2004
B.A. in Political Science

🌐 https://jra2880.github.io
in linkedin.com/in/john-r-adams-87257685
✉ johnrusselladamsjr@gmail.com
📱 407 – 969 – 5719