Kane Adams

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Summary

Programmer with 3+ years of experience specializing in Unity, leading multiple game development projects, including a Steam demo with 400+ wishlists. Skilled in GitHub management, cross-functional team leadership, and mentoring over 100 students.

Experience

Septagram Games LTD   **October 2022 – Present**

Lead Programmer   Remote

- Led a multi-disciplinary team of up to 10 developers across two projects, overseeing AI systems, gameplay systems, procedural content and QA testing to drive productivity and quality.
- Managed GitHub repositories, ensuring version control, branch management, and resolving merge conflicts to maintain project integrity.
- Presented at 4 public exhibitions and launched a Steam demo with 260+ users and over 400 Wishlists.
- Prototyped game "Mobberville" in 8 weeks, focusing on player systems, UI/UX implementation, and core gameplay loops in Unreal Engine 5.

Code Ninjas   **September 2021 – June 2023**

Code Sensei Club Tutor   Cheltenham

- Taught over 100 students (ages 7-15) focusing on Microsoft MakeCode Arcade, JavaScript, and Roblox Lua programming.
- Mentored advanced students in Unity and C# game development.
- Conducted testing, debugging, and student progress assessments.
- Led holiday camps covering diverse topics such as game mods, robotics, and 3D printing.

Education

University of Gloucestershire, Game Technologies   **November 2023**

MSc Games Development   Merit

Relevant Modules: Individual Commercial Project, Collaborative Project, Extended Collaborative Projects, Procedural Content Generation, Machine Learning and Data Analytics

University of Gloucestershire, Game Technologies   **November 2022**

BSc (Hons) Computer Games Programming   2:1

Relevant Modules: Advanced Group Project, Independent Research Project, Advanced AI Algorithms, High-Level Programming Architecture, Experimental Games

Skills

Programming Languages: C#, C++, Python, JavaScript, HTML, CSS, Lua, Visual Scripting (UE Blueprints), WPF

Gameplay and Systems: Player Systems, AI, Animation Integration, UI/UX, Procedural Content, Serialization (JSON/Binary)

Engines and Frameworks: Unity, Unreal Engine 5, .NET, Steamworks SDK, OpenXR (VR)

Tools: Git, GitHub, Visual Studio, VSCode, HacknPlan, Tobii Eye-Tracking SDK

Practices: Object Oriented Programming (OOP), Debugging, Optimisation, Testing, Agile Methodologies, Documentation

Interpersonal: Problem Solving, Attention to Detail, Time Management, Teamwork, Leadership, Communication