

Kane Adams

Junior Software Developer

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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. Currently refining expertise in Unreal Engine.

Skills

Technical Skills

- Programming Languages: C#, C++, Python
- Game Engines: Unity, Unreal Engine
- APIs: Steamworks, OpenGL
- Frameworks: .NET
- Version Control: Git, Perforce
- Visual Scripting: Blueprint
- UI/UX Implementation
- Animation Implementation
- Debugging and Optimisation
- Quality Assurance
- Project Management: Agile Methodologies, Hack N Plan

Interpersonal Skills

- Collaboration and Teamwork
- Problem Solving and Critical Thinking
- Adaptability and Flexibility
- Attention to Detail
- Technical Documentation and Communication
- Time Management
- Leadership

Work History

Lead Programmer – 10/2022 to Present

Septagram Games LTD (Self-employed)

- Led multi-disciplined team of up to 10 developers across two projects, overseeing AI, gameplay systems, procedural content and QA testing, driving team productivity and quality.
- Managed the GitHub repository, ensuring version control, branch management, and resolving merge conflicts to maintain project integrity.
- Presented at 3 public exhibitions, 1 private exhibit and a demo with 260+ users and over 400 Wishlists within 6 months.
- Prototyped game “Mobberville” in 8 weeks, focusing on player gameplay, UI/UX implementation, and core gameplay loops in Unreal Engine 5.

Code Sensei Club Tutor – 09/2021 to 06/2023

Code Ninjas

- Taught over 100 students aged 7 to 15, focusing on Microsoft MakeCode Arcade, JavaScript, and Roblox using Lua.
- Guided advanced students in Unity and C# game development, allowing full creative freedom.
- Conducted testing, debugging, and regular assessments to track progress and ensure quality learning outcomes.
- Led holiday camps covering diverse topics consisting of game mods, robotics, and 3D printing.

Software Developer – 12/2021 to 02/2022

Firestorm Games LTD

- Debugged and optimized the automation of importing 3D models from a server into a miniature character customization app made in Unity.

Gameplay Programmer – 09/2020 to 07/2021

Coloured Perception (Self-directed Placement)

- Developed brush control features for a painting game using the Tobii eye-tracking Unity SDK.
- Completed tasks during self-directed placement, including brush customization, painting save system, bug fixes, and dynamic character reactions.
- Managed the GitHub repository, facilitating collaboration and resolving issues.
- Presented the project at COMX 2021.

Achievements

First Steam Demo Release - 07/2023

Released 'Mobbers', originally a Masters group assignment, as a playable demo on Steam with ongoing updates.

Presenting at Insomnia Twice – 03/2023, 09/2023

Showcased 'Mobbers' at three public events, including two Insomnia expos (i70 & i71), increasing the game's visibility to a broader audience.

Prototyping an Unreal game in 2 months – 06/2023 to 08/2023

Developed a vertical slice in Unreal Engine within 8 weeks, despite minimal prior experience with the engine and blueprints.

Projects

Terrain Generation – 09/2022 to 12/2022

Using Perlin Noise layered as Fractal Noise to create a mountain terrain and Poisson Disc Sampling to populate the terrain with trees and rocks. Developed in Unity Engine for Postgraduate Master's degree.

Tales of Rambleon – 01/2022 to 06/2022

A pixel art Metroidvania RPG with advanced player movement, dynamic combat, character class customization, a dialogue system using Inkle, and an intense Arena Mode. Made in Unity Engine for Undergraduate Bachelor's degree.

Education

The University of Gloucestershire – 09/2022 to 08/2023

MSc - Games Development, Grade Merit

- Individual Commercial Project (First)
- Extended Collaborative Project (First)
- Procedural Content Generation (First)
- Collaborative Project (2:1)
- Machine Learning and Data Analytics

The University of Gloucestershire – 09/2018 to 06/2022

BSc (Hons) - Computer Games Programming, Grade 2:1

- Experimental Games (First)
- Creative Visualisation and Animation (First)
- Advanced Group Project (2:1)
- Independent Research Project (2:1)
- Games Professional Awareness (2:1)
- Graphics Programming with Shaders
- Advanced AI Algorithms
- Programming High Level Architecture

Ashlyns School – 09/2013 to 06/2018

- 3 A/AS Levels, Level 3 EPQ
- 10 GCSEs C or above, including English and Mathematics
- Completed weeklong placement as IT support, invited back for one week shadowing software development team.

Hobbies and Interests

My enthusiasm for gaming spans across genres, with a special affinity for first-person shooters. Classics like Empire Earth (2001) and Need for Speed Most Wanted (2005) have left a lasting mark on my gaming journey. I'm captivated by the idea of revitalising the concepts embedded in Empire Earth, leveraging modern technology to breathe new life into this series.

Recently, I've immersed myself in Dungeons and Dragons, enjoying the storytelling and gameplay of chance with friends and colleagues. Our tabletop adventures have seamlessly woven into our game Mobbers, where abstract versions of our characters take centre stage as formidable bosses.

Beyond traditional gaming, my curiosity extends to niche technologies like eye-tracking and Virtual Reality, exploring their potential applications in gaming. Moreover, I find great delight in brainstorming and planning my own games, from small mechanics that intrigue me to full-fledged game ideas and have expanded to explore ideas in a tight deadline through game jams in both collaborative and solo settings.