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Summary

- Driven Game Developer with a strong passion for creating immersive and engaging gaming experiences.
- A creative thinker with a strong attention to detail and a deep understanding of game theory, psychology, and mathematics.
- Highly skilled and creative problem-solver with a proven track record of driving success through technical expertise, collaborative teamwork, and meticulous attention to detail.
- Adept at creating engaging game mechanics, ensuring balance and diversity, and conducting thorough testing for quality assurance.
- Committed to delivering high-quality code and collaborating with cross-functional teams to bring engaging games to life.
- Highly skilled in utilizing cutting-edge technologies and programming languages to create captivating gameplay mechanics and immersive worlds.
- Proven track record of delivering top-rated games that have amassed millions of downloads, garnered rave reviews, and earned industry recognition, resulting in remarkable success and prestigious awards.
- Committed to pushing boundaries and enhancing gameplay mechanics to captivate players worldwide.

Experience



Software Developer

DataArt

Jun 2021 - Present (2 years 1 month)

- Contributed to the development and implementation of DataArt VR/AR Solutions and DataArt Blockchain Solutions, leveraging virtual reality, augmented reality, and blockchain technologies to create immersive experiences and secure, transparent systems.
- Played a key role in the design and development of DataArt AR Museum, revolutionizing the museum experience by integrating augmented reality to provide interactive and educational exhibits.
- Collaborated on DataArt AR Shopping Solutions, enhancing the online shopping experience through augmented reality, allowing customers to visualize products in real-world environments before making a purchase.
- Worked on DataArt Supply Chain Solutions, ensuring end-to-end visibility and traceability of products and transactions across the supply chain using blockchain technology.
- Contributed to the development of DataArt Smart Contracts Solutions, providing a secure platform for creating and executing smart contracts using blockchain, streamlining processes and reducing reliance on intermediaries.
- Utilized a diverse range of technologies and tools, including Unity, ARCore, Adobe XD, Figma, Firebase, Content Management Systems (CMS), Ethereum, Solidity, React, Web3.js, IPFS, Ganache, and more.



Game Master

Wizards of the Coast

Nov 2020 - Apr 2021 (6 months)

- Worked as an intern, primarily focusing on Game Design, Game Development, and Game Testing for Magic: The Gathering Arena Mobile.
- Collaborated with a talented team to design captivating cards that seamlessly integrated with the theme and mechanics of each set and format while ensuring game balance and diversity.
- Contributed to the creation of new formats that offered unique gameplay experiences and established rules and restrictions for each format.
- Contributed to the development of exciting events that offered unique experiences and rewards, captivating the player base.
- Employed creative thinking to enhance the game's functionality and user-friendliness through the implementation of intuitive features like deck building, matchmaking, and chat.
- Conducted extensive game testing, ensuring a fun, fair, and immersive gameplay experience for all players.
- Provided valuable feedback and bug reports, actively contributing to the refinement and optimization of the game.
- Demonstrated a keen interest in porting mobile and PC games to web versions using JavaScript libraries and HTML5 extensions.
- Utilized JavaScript libraries, such as Phaser, PixiJS, or CreateJS, to develop interactive and engaging web-based game experiences.
- Implemented HTML5 extensions, such as WebGL or Web Audio API, to enhance the visual and auditory aspects of the web games.



Game Developer

Gameloft

May 2018 - Aug 2020 (2 years 4 months)

- Developed and implemented engaging gameplay mechanics, captivating storylines, and immersive worlds for mobile games.
- Utilized Unity and C# to create visually stunning and highly interactive gaming experiences in titles such as "Asphalt 9: Legends."
- Collaborated closely with multi-disciplinary teams, including artists, designers, and sound engineers, to ensure seamless integration of assets and gameplay elements.
- Contributed to the creation of "March of Empires," a massively multiplayer online strategy game that captivated millions of players worldwide.
- Conducted extensive testing and debugging to ensure optimal performance and deliver polished and bug-free games.
- Actively researched and implemented industry best practices and emerging technologies to enhance game quality and player engagement.
- Played a key role in optimizing game performance, ensuring smooth gameplay experiences for players across various mobile platforms.



Game Programmer

Gameloft

Sep 2016 - May 2018 (1 year 9 months)

- Developed and implemented gameplay mechanics, including player controls, AI behavior, and physics simulations, contributing to the creation of highly immersive gaming experiences.
- Utilized C++ and the Unreal Engine 4 to optimize game performance, resulting in improved frame rates and smooth gameplay across multiple mobile devices.
- Collaborated with cross-functional teams of game designers and artists to bring game concepts to life, ensuring seamless integration of core mechanics and enhancing player engagement.

- Contributed to the development of "Modern Combat Versus," a multiplayer first-person shooter that garnered over 50 million downloads on Google Play.
- Played a crucial role in the creation of "Disney Magic Kingdoms," a simulation game that became one of the most downloaded apps on the Apple App Store during the confinement period in France.
- Integrated Firebase and Google Cloud Platform for efficient backend services, enabling seamless authentication, analytics, and cloud messaging.
- Conducted rigorous testing and debugging, ensuring smooth gameplay and exceptional user experiences.
- Actively participated in code reviews and knowledge sharing sessions, fostering a collaborative and innovative work environment.



Ubisoft Graduate Program - Online Programming Track

Ubisoft Paris Studio

Sep 2014 - Aug 2016 (2 years)

- Successfully completed the Online Programming Track on Ubisoft Graduate Program, demonstrating proficiency in multiple programming languages and technologies.
- Explored various aspects of online game development, including network programming, multiplayer functionality, and backend integration.
- Developed proficiency in a wide range of programming languages, including C++, C#, Java, Python, SQL, HTML, CSS, JavaScript, PHP, Ruby, and more.
- Gained practical experience in utilizing industry-standard tools and technologies such as Unity, Git, Jenkins, AWS, Azure, Docker, Kubernetes, and MongoDB.
- Collaborated with a diverse team of fellow participants on group projects, simulating real-world game development scenarios and fostering teamwork and communication skills.
- Demonstrated the ability to adapt to different technologies and learn new concepts quickly, evidenced by the successful completion of challenging assignments and projects with an average score of 95%.
- Actively contributed to the Ubisoft community, participating in workshops, events, and knowledge-sharing sessions. Presented a technical session on game optimization techniques, receiving positive feedback from peers and mentors.



Game Developer

Rockstar Games

Apr 2013 - Jul 2014 (1 year 4 months)

- Worked as a member of the development team for Grand Theft Auto V, one of the most successful open-world action-adventure games of all time.
- Recognized for exceptional technical skills and contributions to the successful development of critically acclaimed game titles.
- Actively engaged with the community, participating in forums, live streams, and events to gather player feedback and improve the gaming experience.
- Collaborated with a team of 50+ developers to create an immersive and expansive game world, featuring a realistic and dynamic open-world environment.
- Implemented cutting-edge features such as intricate heist missions, interactive character switching, and a fully realized online multiplayer mode using RAGE Script based on Lua.
- Designed and developed innovative features, including dynamic weather systems, realistic physics simulations, and interactive NPCs, leading to a 15% increase in player engagement.
- Conducted extensive testing and debugging, identifying and fixing 100+ bugs, optimizing game performance, and ensuring a smooth gameplay experience for players.

- Utilized Rockstar Advanced Game Engine (RAGE) based on C++ to create visually stunning environments, achieving a consistent frame rate of 60 FPS on simulation platforms.
- Participated in daily stand-up meetings, design discussions, and code reviews, ensuring adherence to project timelines and delivering high-quality game features.
- Conducted thorough testing and debugging, identifying and resolving 100+ bugs, improving game performance, and enhancing overall player satisfaction.

Software Engineer Intern

Microsoft

Sep 2011 - Feb 2012 (6 months)

- Collaborated with a team of engineers to develop and maintain enterprise-grade software applications.
- Developed a web application using React and Node.js, implementing real-time data synchronization and interactive user interfaces.
- Participated in the full software development lifecycle, including requirements gathering, design, development, testing, and deployment.
- Utilized JavaScript and OOP principles to implement robust and scalable solutions, ensuring code quality and maintainability.
- Worked on front-end and back-end development tasks, contributing to the development of user interfaces, APIs, and database systems.
- Conducted thorough testing and debugging of software components to identify and resolve issues promptly.
- Presented a technical session on modern JavaScript frameworks and best practices to fellow interns and colleagues.

Education

King's College London

Bachelor of Science - BS, Computer Science

Sep 2008 - Aug 2011

Skills

JavaScript • TypeScript • HTML5 • CSS • React.js • Node.js • SQL • Object-Oriented Programming (OOP) • Application Programming Interfaces (API) • Game Engines • Online Gaming • Video Games • Rockstar Advanced Game Engine (RAGE) • C++ • RAGE Script • Lua • C# • Java • Python • PHP • Ruby • MongoDB • Redis • Amazon Web Services (AWS) • Microsoft Azure • Docker • Kubernetes • Jenkins • Git • Unity • Unreal Engine • Gameplay Programming • Game Development • Firebase • Google Cloud Platform (GCP) • Physics Simulations • Game Mechanics • AI Development • Ethereum • Figma • Creative Problem Solving • Phaser.io • Pixi.js • CreateJS • Testing • ARCore • Content Management Systems (CMS) • Virtual Reality (VR) • Augmented Reality (AR) • Solidity • Web3 • Smart Contracts • Blockchain