Adam Karudaki

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Software

- Unreal Engine
- · Visual Studios
- Perforce
- Maya
- Microsoft Word
- Microsoft Powerpoint
- · Adobe Photoshop
- Adobe Illustrator
- · Adobe After Effects
- Adobe InDesign
- · Adobe Premiere Pro

Languages

- · C++
- · Java
- · UE Blueprinting

Education

Savannah College of Art and Design Bachelors of Fine Arts Interactive Design/Game Development

Technical Skills

- Programming
- · Systems Designer
- · 3D Modeling
- UV Mapping
- Texture Creation

Soft Skills

- Adaptability
- · Teamwork
- · Communication oriented
- · Detail oriented

Projects

Alchemy Crafting Prototype January 2023 - March 2023

- Programmer
- Designer

Stargazers

March 2022 - June 2022

- Gameplay Programmer
- · QA Tester

Lake Salem

January 2022 - June 2022

- Tech Lead for the project
- · Lead Programmer on the project
- · Perforce Manager for the project
- Gameplay Designer
- · Managed and directed the team's external talent