Adam Karwoski

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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

Technical Skills

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

Additional Skills

- Ability to adapt to changing environments
- Teamwork and communication oriented
- Detail oriented

Education

Savannah College of Art and Design
2018-2023
Bachelor Interactive Design/Game Development

Experience

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