ADAM ABRAMSON

aea8656@rit.edu

973.369.5056

PORTFOLIO

https://people.rit.edu/aea8656/portfolio/index.html

EXPERTISE

HTML, CSS,
JavaScript, TypeScript
Bulma, Mapbox, Node
XML, JSON, SQL
Gimp, Photoshop
Figma, Axure RP, Prototyping
C#, Unity Game Engine
C++, Unreal Engine
Microsoft Office, Google Drive
Trello, ClickUp
Slack

EDUCATION

Rochester Institute of Technology

Bachelor of Science
Major: Game Design & Development
Minor: Web Development
GPA: 3.5
Expected Graduation 2024

HONORS & AWARDS

RIT Dean's List –

Fall 2020, Spring 2022,

Fall 2022, Fall 2023

PROJECTS

Audio Visualizer (Academics/Personal) *Present*
- Created an audio visualizer by extracting audio data using JavaScript's audio library to animate shapes on a canvas based on the data.
- Designed the page using the Bulma CSS framework to create a professional design for the buttons and controls of the website.
- Transpiled the code from JavaScript to TypeScript utilizing Node and Webpack.

Joke Finder (Academics/Personal) *Present*
- Built a website utilizing JokeAPI to let users find jokes based on a word typed in.
- Added UI features to let the user filter out what type of jokes are displayed.
- Created a second HTML page to display the user's favorite jokes.

Operation: Takeover (Academics) *April-May 2023*
- Designed and built a custom level for the video game *Half-Life 2* using the Hammer++ editor.
- Sketched level layouts prior to development and continuously improved the level layout through testing and peer evaluations.
- Created a new game environment inspired by in-game structures, textures, weapons, and enemies.

It's Scorpin Time (Academics) *August-December 2022*
- Conceptualized and designed a Unity Game where the player controls movements of a scorpion that must travel an open-world map to find her baby scorplings.
- Created all audio functions for the game including background music and sound effects utilizing BeepBox, royalty-free audio, and self-produced voiceovers.
- Programmed and coded audio functionality into the game using C#.

Hidden Within (Academics) *December 2021*
- Ideated, created, and executed a 2D animated memory game where cards are shuffled, and players must pick the card containing a hidden coin.
- Designed art for the cards and coin used in the game using OneNote and Gimp.
- Programmed using HTML, CSS, and JavaScript on Microsoft Visual Studio Code.

WORK EXPERIENCE

Game Developer, Changeling, Rochester, NY, Online *Summer 2023*
- Designed and polished two of the levels for the VR mystery game *Changeling*.
- Taught myself Unreal Engine and utilized different aspects of the program such as the level editor and the blueprint programming system.
- Attended both remote and in-person playtests to observe how players interacted with the game and documented improvements and bugfixes based on the playtests.

Web Developer, Changeling, Online *Summer 2022*
- Worked on the website for *Changeling*, a VR mystery game led by RIT's School of Interactive Games and Media.
- Used front end web development languages to prototype an interactive experience for the father character of the game to acclimate new players into understanding what the game is like without the need of a VR headset.
- Participated in daily scrum meetings to discuss progress to ensure accountability and teamwork.

INTERESTS

Electronic Gaming Society, RIT – Member	*2020 – Present*
Pep Band, RIT – Trumpet Section Member	*2020 – Present*
Hillel/Chabad, RIT – Member	*2020 – Present*