

Adam Leslie

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Education

The University of Texas at Austin, Austin, TX
Bachelor of Science in Computer Science

- 3.78/4.0 GPA

Expected Graduation Date: May 2018

Skills

- Proficient in Java
- Exposure to C++, C, Unity, HTML

Projects

Morning Ritual – Virtual Reality Game January 2016

- Developed dynamic narrative game for the HTC Vive within Unity/C#
- Presented at Global Game Jam 2016

Space Invaders Fall 2015 - Present

- Text-based clone of the game space invaders. Continuing development into a basic game engine.
- Developed using C++ and the ncurses library

Reddit Image Grabber Summer 2015 - Present

- Configurable program downloads non-repeating images from a subreddit's RSS feed
- Developed with Java using Apache Commons and the Java XML API

Physics Based Jousting Game October 2015

- 2D top down jousting game implementing a custom physics system in Unity/C#
- Presented at Jolly Game Jam 3

Rubik's Cube Spring 2014, Summer 2015

- A command line Rubik's Cube simulator/game
- My first project, developed in Java, rewritten using object-oriented programming

Electronic Game Developers Society

- **HackAway – Base Infiltration Game** September 2015
 - Pair-programmed while learning Unity and C#
 - Awarded “Best Art Direction” at Electronic Game Developers Society! Game Jam 2015
- **Fruity Metal Basket – Visual Novel Game** September 2014
 - Led a team of 4 beginners while writing the story and using a Python based engine
 - Awarded “Funniest Game” at Electronic Game Developers Society! Game Jam 2015