



# Adam Libby

*Software Developer*

## CONTACT INFO:

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(918) 977 - 0546  
adamlibby96@gmail.com  
<https://adamlibby96.github.io/>

## ACADEMIC BACKGROUND

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Oklahoma Christian University | *2015-Present*  
*BS IN COMPUTER SCIENCE WITH  
GAMING AND ANIMATION*

- Anticipated Graduation Date:  
December 2019
- Major GPA 3.1

## WORK SUMMARY

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### GAME PROGRAMMER

*Alotl Games, LLC | 2018-Present*

- Developed Mobile Games in Unity3D
- Developed Augmented Reality games in Unity3D
- Team Communication
- Version Control with Unity Collab

### LAWN CARETAKER

*Kyler Construction Co. | 05/2017-08/2017*

- Earned Employee of the Month
- Weed-eated, mowed, and edged the Phillips  
Research Center of Bartlesville
- Learned job tasks quickly
- Provided excellent work ethic

## SKILLS

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- Game Programming in C# with Unity3D
- Computer Organization and Architecture
- Data Structures and Algorithm Analysis
- Proficient in: C#, Java, HTML, CSS, JavaScript
- Experience with: PHP, MySQL, C++

## ACTIVITIES

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- OC E-Sports Club - Fall 2018 - Present.
  - Founding Member
  - Co-Lead Developer
- E3 Team - Fall 2018 - Present
  - Co-Lead Developer
  - Making a first person, dodgeball game  
in Unity3D.

## ACCOMPLISHMENTS

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- Eagle Scout (2014) - Project:
  - over 150 man-hours building shelves  
and cleaning out a local ASPCA  
storage yard.
- Crew Chief
  - Led an eleven-man crew on a  
111- mile backpacking trek in  
the back-country of Philmont Scout  
Ranch in Cimarron, NM.
- Programmed a website for an American  
Red Cross sponsored local event.