



Adam Libby

Software Developer

CAREER OBJECTIVES

I am a Computer Science Major with a Gaming and Animation Minor. I have a passion for developing games and software within Unity3D.

ACCOMPLISHMENTS

- Eagle Scout (2014)
- Eagle Project - over 150 man-hours building shelves and cleaning out a local ASPCA storage yard.
- Crew Chief - I 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.

CONTACT INFO:

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Portfolio: <https://adamlibby96.github.io/>

ACADEMIC BACKGROUND

BS IN COMPUTER SCIENCE WITH GAMING AND ANIMATION

Oklahoma Christian University | 2015-Present

- Anticipated Graduation Date: December 2019
- Major GPA 3.1

SKILLS

- 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++

WORK SUMMARY

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

ACTIVITIES

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