

Adam Rhoades

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SUMMARY

Gameplay Engineer with 3 years of experience in professional game development using Unity and C#. Master's Degree graduate from DigiPen Institute of Technology specializing in C++ game development and graphics. Broad industry background with 8 years of experience in software development, synthesizing strong engineering fundamentals with game development. Proven expertise in building scalable, optimized gameplay systems with a focus on maintainability.

EXPERIENCE

VR Gameplay Engineer | Endeavor One | Seattle, WA | June 2022 - February 2025

- Architected 5 fundamental gameplay systems including player movement, damage flow, data-driven UI, VR interactions, and a unified feedback pipeline.
- Gathered technical and design requirements across departments to implement gameplay and weapon sandbox needs.
- Collaborated weekly with other departments, especially design, analyzing features of comparable titles, and giving crucial technical and creative feedback.
- Authored several game pitches and system prototypes, with two selected for presentation to investors due to exceptional strategic depth and creative vision.

Software Developer II - Epicor ERP | ERP Edge | Edgewood, WA | May 2017 - June 2022

- Developed C# services to meet specific client needs that automate processes such as order allocation, printing, and shipping.
 - Constructed custom dashboards and webpages that display critical manufacturing database information using a blend of advanced SQL and ASP.NET.
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EDUCATION

Master of Science in Computer Science | DigiPen Institute of Technology | Concentration in Computer Graphics | 2022

Bachelor of Science in Computer Science | Pacific Lutheran University | Minor in Mathematics | 2020

PROJECTS

Unannounced Project (Unity VR) | Endeavor One | December 2023 - December 2024

- In-depth gameplay work in the physics weapon sandbox including swing prediction, hit feedback, weapon feel, and special weapon behavior.
- Implemented and iterated on a modular damage flow system (health, shields, hit-location tree) and a unified feedback pipeline (SFX, VFX, haptics, decals).
- Analyzed over 20 comparable titles in the VR, PC, and Console spaces, to drive technical discussion around combat feel, progression, and mechanics.

Unannounced Project (Unity VR) | Endeavor One | December 2022 - November 2023

- Designed and continually updated 3 fundamental game systems, particularly player movement, data-driven UI, and VR interactions.
- Owned the player movement system, which handles input and management of over 8 movement methods (running, jumping, dashing).
- Rapidly prototyped many bite-sized gameplay features such as stealth obstacles, stealth detection UI, AI companion collaboration, and simple weapons.

Iron Man VR | Endeavor One + Camouflaj | www.meta.com/experiences/5017327094985781/ | June 2022 - November 2022

- Performed memory and performance profiling to identify key performance bottlenecks and memory leaks causing frame drops, hitching and crashing.
 - Seamlessly integrated into an external team's workflows, receiving recognition from leadership for reliability and immediately impactful contributions.
 - Resolved more than 50 critical and progression blocking bugs in visual scripting and code.
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SKILLS

Languages: C#, C++, Java, SQL, Lua, JSON, GLSL/HLSL, HTML, ASP.NET

Tools: Unity, Perforce, Git, TeamCity, OpenGL, Visual Studio, Visio, Lucidchart, Miro

Soft Skills: System Planning, Problem Solving, Requirements Gathering, Cross-Collaboration, Creativity, Peer Review, Appreciates Feedback, Adaptable