

Adam Rhoades

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SUMMARY

Gameplay and Core Systems Engineer with 3 years of professional game development experience, 8 years of software development experience, and a Master's Degree from DigiPen Institute of Technology. Skilled in cross-disciplinary collaboration and seamlessly integrating design vision with responsive and engaging gameplay mechanics. Proficient in building scalable, high-performance core systems with a focus on maintainability. Credited on *Iron Man VR* and contributed to two other unannounced titles at Endeavor One, thriving in fast-paced environments while driving innovation and fostering creativity across disciplines.

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

EXPERIENCE

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

- Designed, architected, and owned 5 core game systems including UI, player movement, feedback pipeline, damage flow model, tracking and VR interactions.
- Collaborated weekly with other departments, especially design, analyzing feature sets of comparable titles, and giving crucial planning feedback.
- Implemented 2-5 gameplay programming and weapon sandbox needs per week, such as AI messaging, physics simulation, swing prediction, weapon weight/lag, severing, penetration, and parrying.

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

- Developed processes that automate allocation, printing, and shipping that reduce employee inputs and time-spent by over 95%.
 - Rapidly prototyped solutions and met changing needs while keeping on track for the client's minimum viable product.
 - Effectively learned the latest software development tools, techniques, languages, and practices to meet client needs.
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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.
- Architected 2 core systems to support gameplay needs, one such system was the damage flow model, which was easily customized by design, and supported modifiers, health, shields, resistances, vulnerabilities, destructible armor, hit-location modifiers, and damage instance culling.
- Analyzed over 20 comparable titles in the VR, PC, and Console spaces, to drive targeted discussion around combat feel, progression, and mechanics.

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

- Architected 4 fundamental game systems to replace a 3rd party core game system package that was no longer meeting the project's needs.
- Owned the core player movement system and sandbox including walking, running, turning, dashing, jumping, mantling, crouching, wall running, and skating.
- Prototyped gameplay scripts supporting stealth obstacles, directional detection indicators, AI companion collaboration, and various simple weapons.

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

- Seamlessly integrated into an external team's workflows and codebase, receiving recognition from design leadership after the project's successful launch for reliability and impactful contributions.
 - Resolved more than 50 critical or progression blocking bugs in visual scripting.
 - Performed memory and performance profiling to identify key issues causing performance drops and memory crashes.
 - Re-scripted all screen fades in the game after a unifying core system refactor.
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SKILLS

Programming Skills: Gameplay Engineering, Core Game Systems, Physics, Graphics, AI

Soft Skills: Cross-Collaboration, Teamwork, Peer Review, Collaborative Systems Planning,

Tools: Unity, Perforce, Git, Teamcity, OpenGL, Visual Studio,

Collaboration: Visio, Lucidchart, Miro, Slack, Microsoft Teams

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