Alex Adkins

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Education

University of Maryland, Baltimore County (August 2018 - 2022)

- Bachelor of Science: Computer Science
- Graduation Date: December 2022

Relevant Coursework

- Computer Security • Natural Language Processing • Parallel and Distributed Processing
- Software Engineering • Operating Systems • Graphics in Games • Algorithms • Graphical User Interfaces

Skills

Languages

- Python • C# • C++ • Java • C • HTML/CSS

Toolkits

- Git • Unity • Unreal Engine 4 • Gatsby

Work Experience

Unity Game Engine Instructor - Code In The Schools (2021-Current)

- Taught courses on the Unity Game Engine accredited by the University of Baltimore
- Taught Unity game engine courses during the school year

Software Projects

Shades of Autumn - Potomac MD 2022, https://alexjadkins.itch.io/shades-of-autumn

- Created a 3D exploratory game created using the Unity engine with C# scripting.
- Designed and coded this browser based video game.
- Coded systems such as a game manager, quest manager, ladder system, movement system, low resolution aesthetic, dialog system (fully scalable scripts to apply to any npc).

Voice Activated Vending Machine - Potomac MD 2022, https://www.youtube.com/watch?v=g7SZy335YYw

- Coded a voice activated vending machine that may be used in Unity Projects.
- Used nixon-voxell's custom Unity package UnityNLP in order to train a Naive Bayes classifier model.
- Used the trained model in conjunction with the Unity's DictionRecognizer API in order to parse input from a microphone and facilitate an order.

Resizeable Maze - Potomac MD 2021, https://youtu.be/FgoloM5rYYg

- Using a growing tree algorithm, coded a maze actor in the Unreal Engine with a customizable size and seed.

Rainbow Simulation - Potomac MD 2021, https://youtu.be/Z6f3oQz62oA

- Using six different rainbow simulation algorithms, coded and added an unreal blueprint node that will simulate a rainbow from one of the six available methods. These methods are detailed here and here.