DERRICK ALAN ADAMS

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computational Media — Computer Intelligence and Game Design   *Aug 2020 – May 2024*
GPA: 3.8/4.0, Major GPA: 4.0/4.0, Highest Honors

EXPERIENCE

Data Analyst II   July 2025 – Present
Cox Automotive   *Atlanta, GA*
- Quantified revenue leakage in Manheim-Express listings and identified solutions through analyzing seller trends.
- Defined new success metrics and wrote Python scripts to track them for Cox data products such as the vehicle catalog.
- Provided key insights on product performance through cleaning data with SQL and creating dashboards with PowerBI.

Product Manager   June 2024 – July 2025
Cox Automotive   *Atlanta, GA*
- Defined product strategy and priorities for an image recognition app used to inspect over 10,000 vehicles a month.
- Decreased a vehicle's average inspection time by 30%, leading to a total savings of nearly 10 million dollars per year.
- Managed communication and ensured alignment between developers, end users, and other cross functional partners.

Multimedia & UI/UX Designer   Jan 2022 – April 2023
Cox Communications   *Atlanta, GA*
- Expanded Cox's employee website with tools such as HTML, JavaScript, and Microsoft Power Automate.
- Managed the redesign and platform transition of Cox's employee website for the entire department.
- Conducted UX Research for Cox's Contour streaming service to determine user pain-points and inform design strategy.

Lead Designer & Developer   Aug 2019 – Oct 2023
Gear Shift Studios   *Atlanta, GA*
- Designed, programmed, and created the art for multiple game projects using Unity, Godot, and GameMaker: Studio.
- Implemented non player character behavior using finite state machines, behavior trees, and other intelligence techniques.
- Published and marketed games to multiple platforms including Steam and Itch, with all titles earning positive reviews.

PROJECTS

Team Lead - Doorways To The Future   Jan 2024 - April 2024
- Developed a VR experience in Unity for the Meta Quest that allows users to traverse coral reefs and observe climate change.
- Implemented body tracking, character movement, object interactions, and visual shaders using C#.

Undergraduate Research Lead - RF Hardware   Aug 2022 - Nov 2023
- Reverse engineered the developer environment of the Sega Dreamcast to develop games using C++ and a port of OpenGL.
- Created a graphics engine that uses raycasting to generate 3D imagery while maximizing performance on limited hardware.

SKILLS

Programming Languages: Java, C#, C/C++, Python, JavaScript, SQL, HTML
Game Engines: Unity, Godot, GameMaker: Studio, Unreal Engine
Design Programs: Adobe Photoshop, Illustrator, Premiere, Animate, Autodesk Maya, Blender, Figma
Frameworks & Libraries: Git, React, Pandas, NumPy, PyTorch, OpenGL
Professional Tools: Snowflake, PowerBI, Power Automate, Pendo, Airtable, Splunk, Postman

LEADERSHIP

Phi Kappa Theta - President   Nov 2022 - Nov 2023
- Oversaw a 60+ member fraternity, directed execution of events, and managed an annual budget of over 150,000 dollars.
- Communicated with external organizations to coordinate logistics, safety, and public relations.

Boy Scouts of America - Eagle Scout   March 2018
- Coordinated dozens of people to install signs and improve trail safety for California State Parks.
- Mentored younger scouts as Troop Guide, managed safety during camp-outs, and gained leadership skills as Patrol Leader.