

Derrick Alan Adams

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Education

Georgia Institute of Technology, Atlanta GA	2020 - 2024
Major: Computational Media; Honors Program Student	

Skills

Programming Languages (Java, C#, GML):

Written various multi-use scripts in Java, developed multiple game projects involving self-built physics engines, animation controllers, and UI elements using GML and C#.

Adobe Suite (Photoshop, Illustrator, Premiere):

Created graphic design pieces such as cover art, logos, and digital paintings using Photoshop and Illustrator, and edited a multitude of films and trailers using Premiere.

Game Engines (Unity, Game Maker Studio):

Developed dozens of 2D games including platformers, top-down games, puzzle games, and more using Game Maker Studio 1 & 2, created 3D games and environments using Unity and Blender.

Web Development and Design:

Used HTML and CSS to develop interactive websites including a personal site, websites for small businesses, and a social media website.

Projects

Game Dev – Stimuli	2018 - 2020
Used software such as Photoshop, Game Maker, and others to design, program, and create the art for an indie platformer game: Stimuli, which was published to the Steam marketplace in April 2020.	
GMTK Game Jam – Steering Not Included	Summer 2020
Created a game in 48 hours to adhere to the theme for a game jam with over 7,000 participants. Used Game Maker, Photoshop, and Audacity to create the code, art, and sound for my game: “Steering Not Included”.	
HackGT 7 – VATS	Fall 2020
Developed a VR program in Unity which allowed users to go to a virtual doctor’s office and run important health screenings such as vision, hearing, and height tests for free. Personally responsible for creating the 3D environments and all assets.	

Leadership

Robotics Team – <i>Team Captain</i>	2018 - 2020
Managed a team of 30 people and led meetings three times a week, led the team at the LA regional, and organized outside events for parents and team members.	
Boy Scouts of America – <i>Eagle Scout Rank</i>	2013 - 2020
Acted in a mentor role for younger scouts and taught essential skills for Certification as Troop Guide, and managed peers during campouts and meetings as Patrol Leader.	

Volunteer Experience

Eagle Scout Project	2017 - 2017
Designed, built, and installed over 30 trail signs for Crystal Cove State Park over the course of a few months, a project which added up to over 375 work hours involving over a dozen people.	
Special Camp for Special Kids	2016 - Current
One-on-one counselor for a child with special needs, built connections with campers at a week-long day camp, learning valuable communication skills.	