

DERRICK ALAN ADAMS

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EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computational Media — Intelligence and Games

GPA: 3.7/4.0, Major GPA: 4.0/4.0, Honors Program

Atlanta, GA

Aug 2020 – May 2024

EXPERIENCE

Multimedia & UI/UX Design Co-Op

Jan 2022 – April 2023

Cox Communications

Atlanta, GA

- Created interactive experiences, such as animations and games, for employee engagement and training
- Expanded Cox's employee website with tools such as HTML, JavaScript, and Microsoft SharePoint
- Oversaw the redesign and platform transition of Cox's employee website for the entire department
- Designed and prototyped the user interface for Cox's new travel and food streaming service
- Analyzed user data of Cox's Contour streaming service to determine which UI/UX changes led to higher user satisfaction

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
- Marketed and published games to multiple platforms including the Steam Marketplace and Itch
- Analyzed play tests and user reviews to iteratively refine games based on player feedback

PROJECTS

Vertically Integrated Project - RF Hardware

Aug 2022 - Nov 2023

- Applied new computing techniques to old media technologies in an effort to combine well designed aesthetics with powerful hardware and software
- Reverse engineered the Sega Dreamcast in order to develop new 3D games using a port of OpenGL

Lead Developer - Trial By Fire

Aug 2022 - Nov 2022

- Designed and implemented game-play systems for a mystery game using Unity3D and Maya
- Managed timeline and ensured scope allowed for effective completion of key game features

Virtual Appointment and Testing Suite

October 2020

- Developed an Oculus VR program in Unity for users to go to a virtual doctor's office and run key health screenings, such as vision, hearing, and height tests
- Crafted the 3D environments, assets, and object interactions using Unity and Maya

SKILLS

Languages: Java, C#, C/C++, Python, JavaScript, HTML/CSS, R, Visual Basic

Game Engines: Unity, Godot, GameMaker: Studio, Unreal Engine

Design Programs: Photoshop, Illustrator, Premiere, Animate, Autodesk Maya, Blender, Figma

Frameworks: Git, Docker, OpenGL, React, Bootstrap

Productivity Programs: Microsoft SharePoint, Airtable, Splunk, Microsoft Office Suite, Azure, Power Automate

LEADERSHIP

Phi Kappa Theta - President

Nov 2022 - Nov 2023

- Oversaw a 60+ member fraternity, directed execution of events with hundreds of people in attendance, managed a semesterly budget of over 75,000 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
- Gained leadership skills and mentored younger scouts as Troop Guide, managed peers during campouts and ran meetings as Patrol Leader