Derrick Alan Adams

drock2024@gmail.com | 949-423-4022 | drock2024.github.io

Education

Georgia Institute of Technology, Atlanta GA	2020 - 2024

Computational Media | Intelligence & Games
Honors Program Student | Major GPA: 4.0

Professional Experience

Cox Communications – *Multimedia Co-Op*	2022 - 2023

Created interactive experiences such as animations and games, handled internal
communications for company executives, automated weekly tasks with scripting,
and used web development tools to expand the company's intranet.

Cox Streaming Service – *Lead UI Designer*	Spring 2022

Brainstormed, designed, and prototyped the user interface for Cox's next streaming
service. Also coordinated with the team responsible for developing the software to
give a clear image of what the software should be.

Projects

Stimuli – *Lead Developer and Designer*	2018 - 2021

Used software such as Photoshop, Game Maker, and others to design, program,
and create the art for an indie platformer game: Stimuli. Self-published to the
Steam marketplace in 2020, expanded and refined with post launch support.

Virtual Appointment and Testing Suite – *HackGT 7*	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 at home.
Personally responsible for creating the 3D environments, assets, and object interactions
using Unity and Maya.

Skills

Programming Languages (Java, C, C#, Python):
Written various multi-use scripts in Java, developed multiple game projects involving
self-built physics engines, animation controllers, and UI elements.

Adobe Suite (Photoshop, Illustrator, Premiere, Animate, XD):
Created graphic design pieces such as cover art, logos, and digital paintings using
Photoshop and Illustrator, edited a multitude of films and trailers using Premiere, created
animations with Animate, and created UI prototypes with XD.

Game Engines (Game Maker Studio, Godot, Unity):
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, and developed multiplayer rpgs with Godot.

Web Development and Design:
Used HTML, JS, and CSS to develop interactive websites including a personal site, websites
for small businesses, social media websites, web vr experiences, and a corporate intranet.

Leadership

Phi Kappa Theta – *Vice President*	2021 - 2023

Planned, budgeted, and executed large scale social and philanthropy events. Worked
with external organizations such as non-profits, security companies, and event venues
to coordinate logistics, safety, and pricing.

Boy Scouts of America – *Eagle Scout Rank*	2013 - 2020

Acted in a mentor role for younger scouts and taught essential skills for
certification as Troop Guide, managed peers during campouts and
meetings as Patrol Leader, and coordinated dozens of people during my Eagle Scout
project for California State Parks.