

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 – *President* 2022 - 2023
Managed a 60+ member fraternity, helped execute major events, managed a budget of over 50,000 dollars. Worked with external organizations to coordinate logistics, safety, and public relations.

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.