JOSEPH ADAMS

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Education

Indiana University - Bloomington, IN   May 2018
Bachelor of Science in Game Design
- GPA: 4.000 (Major), 3.810 (Cumulative)

Bachelor of Arts in Cognitive Science
- Concentration: Computation
- GPA: 3.932 (Major)

Relevant Work Experience

Indiana University Media School – Bloomington, IN   June 2016 – Present
Senior Game Lab Monitor   August 2016 – Present

- Install and maintain game development hardware and software.
- Check in/out game development tools (ex: controllers, tablets, and VR Headsets) to students.
- Create schedules for each Game Lab Monitor and confirm all shift trades.

Game Development Camp Counselor   June – July 2016, June – July 2017

- Taught Unreal Engine 4 and Construct 3 to groups of 30+ children aged 13 – 17.
- Solved problems that campers encountered while working on their games.
- Ensured the safety of campers when navigating the campus.

Team Projects

Tori – Unity3D   September 2016 – Present
Team Lead, Designer, Programmer

- In Tori, players fly as a bird exploring mystical landscapes discovering the spirits of sounds to bring new life to the islands of Oto Kai.

Crystal Madness – Unity3D   August 2016 – September 2016
Project Owner, Designer, Programmer

- Crystal Madness is a competitive platformer where two teams battle over gems while ascending from the darkness of a deep ravine.

Technical Skills

Languages: C#, Java, Python, Racket, Scheme
Game Engines: Unity3D, Unreal Engine 4, GameMaker: Studio, Construct 3
3D Modeling: Autodesk Maya, Blender
Graphic Design: Adobe Illustrator, Adobe Photoshop
Web Design: Adobe Dreamweaver, CSS, HTML

Honors

Dean's List   Fall 2013, Spring 2014, Fall 2014, Fall 2015, Spring 2016, Fall 2017, Spring 2017