

jo adams

duplicatedframe@gmail.com
duplicatedframe.com

published work

Tori – Steam & itch.io April 19, 2018
Fly as a bird through a mystical land interacting with stories of shintoism and spirits of sound to bring life to the floating islands of Otokai.

Jam Games & Personal Projects – itch.io 2015 – 2018

- *shoeguys* (2018): infinite walker about the inevitability of ruined shoes
- *Lacking Depth* (2017): escaping an impressionist painting by platforming
- *window* (2016): interactive fiction about perspective during a breakup
- *TwoHundredSeventyThree* (2015): interactive fiction inspired by 4'33"

relevant work experience

Babeltime Inc. – Berkeley, CA March 2019 – Present
Game Designer

- Design and implement content for live-ops of a free-to-play Tower Defense game with ~80K DAU.
- Document the game's three year old code base and develop tools for procedural content creation.

Smash at IUB – Remote September 2016 – July 2018
Broadcasting Developer, TO Staff

- Programed tools for use during the live-streams of both biweekly tournaments and major events.
- Assisted in the design critiques of brand materials for S@IUB and their events.

Indiana University Media School – Bloomington, IN June 2016 – July 2018
Game Development Camp Counselor

- Taught Unreal Engine 4 and Construct 3 to groups of 30+ children aged 13 – 17.
- Solved problems that campers encountered while developing their games.

Team Tori, LLC – Bloomington, IN September 2016 – April 2018
Designer, Team Lead

- Led a team of 7 in the development of a 3D flight and sound exploration game built in Unity.
- Scripted the behavior of game objects in C# while leveraging FMod for audio integration.

technical skills

Languages: C#, Lua, Java, Python, Racket, Scheme

Game Engines: Unity, Unreal Engine 4, Construct 3, GameMaker

Graphic Design: Adobe Illustrator, Adobe Photoshop

Web Design: Adobe Dreamweaver, CSS, HTML, JavaScript

education

Indiana University - Bloomington, IN **Graduated** 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)

Honors: High Distinction, Phi Beta Kappa, Founders Scholar, Dean's List (7 Semesters)