jo adams

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published work

Tori – Steam & itch.io   Apr. 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   Mar. 2019 – Present
Game Designer
- Design and script content for live-ops of a free-to-play Tower Defense game with ~80K DAU.
- Document the game's existing code base and develop tools for procedural content creation.

Indiana University Media School – Bloomington, IN   Jun. 2016 – Jul. 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   Sep. 2016 – Apr. 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.

UITS Assistive Technology and Accessibility Center – Bloomington, IN   Jul. 2015 – Aug. 2016
Accessibility Editor
- Formatted class materials to be accessible for students with blindness or low vision.
- Collaborated to develop training materials for new Accessibility Editors.

technical skills

Languages: Lua, C#, Java, Python, Racket, Scheme
Game Engines: Unity, Unreal Engine 4, Construct 3, GameMaker
Graphic Design: Figma, Adobe Illustrator, Adobe Photoshop
Misc. Tools: Google Workspace, Git, Asana, Trello, Microsoft Office

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)