

Adam Fahrer

[Github.com/fahreradam](https://github.com/fahreradam) | [Portfolio](#) | Fahreradam@gmail.com

Projects

Isles Of Aether – 2023 Shawnee State

January 2023 – Present

- Project manager to ensure a group of 6 artists and 11 engineers stay within scope and timeline for a successful development of the game.
- Created multiple systems that the player and enemies can both utilize to improve productivity of distinct features.
- Handled all aspects of a melee combat system that allows for smooth sequencing of attack animations.
- Developed an auto builder for the game to improve QA testing.

Cowboy Defense Force – 2023 Epic Mega Jam

September 2023

- Aided in creating network base multiplayer.
- Created a player revive system for multiplayer interactions.
- Handled shooting, reloading, and swapping for all the players weapons.
- Modified various models to create distinct models and animations.

Delve – 2022 Shawnee State Game Jam

September 2022 – October 2022

- Utilized the Godot Engine and GDScript to design a challenging platformer while incorporating the given theme of deception.
- Assumed the role of lead and directed a team of nine to produce a functional game within a 7-day period.
- Designed multiple mechanics from collectibles to omnidirectional moving platforms that can be easily manipulated by the level designer.

Critters – 2022 Shawnee State

October 2022

- Assigned the task of making a simple shooter-style game in the Unreal Engine but pursued an ambitious VR horror game that met the requirements.
- Developed aspects of noise detection through blueprints that will give the player the feeling that their actions will draw the enemies closer to them.
- Incorporated the use of the landscape and foliage tools to create a forest-themed environment to immerse the player further.

Skills

- | | |
|----------|------------|
| • Python | • Unreal 5 |
| • C/C++ | • Unity |
| • C# | • Perforce |

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Education

Shawnee State University – Portsmouth, OH Fall 2020 – Present

Bachelor of Science in Digital Simulation and Gaming Engineering

- GPA: 3.77
- Dean's List

Relevant Work Experience

Shawnee State University – Portsmouth, OH

July 2021 – Present

Lab Tech

- Tasked with ensuring 60 computers stay operational with up to date software
- Manage leasing out items to students and faculty along with keeping records of the exchanges
- In charge of being available to fix a problem that someone is having with one of the machines be its connectivity issues, to a complete reformat of the machine.

Flour-BWXT (Portsmouth. LLC Prime Contractor to the Dept. of Energy)

Summer 2023

Finance Intern

- Fulfilled a leadership role and coordinator with fellow interns by training them on tasks along with answering questions in detail.
- File preparation for storage of Finance record retention, including consolidating information for records shipment, organizing and scanning documents, and digital file organization.
- Handling a massive records management project which required extensive to detail, and utilization of both Excel and Adobe Pro, as well as scanning software and navigation of the FBP file share.

Jackson City Schools – Jackson, OH

Summer 2022

Tech Intern

- Tasked with reinstalling computers across five different buildings to ensure a smooth start of the school year.
- Collaborate with a group of two others to convey accurate issues in a clear and concise manner.

Relevant Coursework

- | | |
|--------------------------------------|--------------------------------|
| • Calculus 1 & 2 | • Linear Algebra |
| • Game Programming Foundations 1 & 2 | • Algorithms |
| • Systems Programming | • Operating Systems |
| • Optimization | • Calc-Based Physics |
| • Data Structures | • Concurrency |
| | • Networking and Communication |