

Adam Fahrer

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

Education

Shawnee State University – Portsmouth, OH Fall 2020 – Present
Bachelor of Science in Digital Simulation and Gaming Engineering
- GPA: 3.77

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.

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.

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.

Delve – 2022 Shawnee State Game Jam September 2022 – October 2022

- Utilized the Godot Engine to design a challenging platformer with a theme of deception
- Designed multiple mechanics from collectibles to omnidirectional moving platforms that can be easily manipulated by the level designer.

Skills

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