

Adam Fahrer

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Education

Shawnee State University – Portsmouth, OH Fall 2020 – Present

Bachelor of Science in Digital Simulation and Gaming Engineering

- GPA: 3.76
- Dean's List (4 semesters)

Rio Grande University – Rio Grande, OH

Summer 2019

General Education Program

Skills

- | | |
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| • Python | • Code Blocks |
| • C/C++ | • Visual Studio |
| • C# | • Visual Studio Code |
| • GDScript | • Maya |
| • Unreal | • Photoshop |
| • Unity | • Git Hub |
| • Django | • JetBrains Rider |
| • Open GL | • Perforce |
| • PyCharm | |

Projects

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 as lead and directed a team of nine to produce a functional game within a 7-day period.
- Designed multiple mechanics from collectables to omnidirectional moving platforms that can be easily manipulated by the level designer.

Critters – 2022 Shawnee State

October 2022

- Assigned the task of making simple shooter style game in the Unreal Engine but pursued an ambitious VR horror game that met the requirements.
- Developed aspects of a simple 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

Pinball – 2022 Shawnee State

November 2022 – December 2022

- Improved upon my knowledge of the Unreal Engine by using a mix of both blueprints as well as C++ using Rider as the IDE and perforce for the repository.
- Tasked as the lead programmer and was the main designed of the gameplay features in the project.

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 it 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 building to ensure a smooth start of the school year.
- Worked with a group of two others and needed to convey accurately issues in a clear and concise manner.

Other Work Experience

Bellisio Foods (Food Manufacturer) – Jackson, OH

Summer 2020 – Summer 2021

General Worker

- Collaborated with a team of 6-10 people all in charge of making sure the production line stays operational and ensures duties are done in a safe and sanitary manner according to company and federal guidelines.
- Entrusted with releasing other workers on breaks and taking over their positions until they return.

Relevant Coursework

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| • Calculus 1 & 2 | • Data Structures |
| • Calc-Based Physics | • Linear Algebra |
| • Game Programming Foundations 1 & 2 | • Algorithms |
| • Computer Graphics 1 & 2 | • Operating Systems 1 |
| • Concepts of 3D Graphics and Math | • Realtime Interactive Programming 1 |
| • Systems Programming | |
| • Object Oriented Programming and Software Engineering | |