

# Adam Fahrer

[fahreradam@gmail.com](mailto:fahreradam@gmail.com) | <https://fahreradam.github.io> | <https://github.com/fahreradam>

## 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

---

- |            |                      |
|------------|----------------------|
| • 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 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

Pinball – 2022 Shawnee State  
2022

November 2022 – December

- 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 designer 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 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.
- Worked with a group of two others and needed to convey accurate 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 ensuring 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

---

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