# 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: 3.77

## Work Experience

Allen Control Systems – Austin, TX                                       January 2024 - Present
*Game Programmer*

- Tasked with maintaining and improving simulations used for training soldiers on with military weaponry.
- Collaborated with a team to create realistic images for accurate detection and targeting of drones.

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.

## 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
- C/C++
- C#

- Unreal 5
- Unity
- Perforce