

Adam Larson

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Experience

June 2008 - Current

Independent Software Engineer | Seattle, WA

- **Web Developer | Keulian, Inc | Chino Hills, CA | C# and Javascript**
Architecture, front and back end development, and server and database administration for 3 fitness marketing websites. The user base has grown from 300 to 17,000 with revenues increasing from \$200,000 per year to \$1.5 million.

December 2005 - May 2008

Software Engineer | Garage Games | Eugene, OR

- **Lead Programmer | Fallen Empire: Legions | C++**
Management of programmers on a small team, development of gameplay systems, and modifications and extensions to the engine for the flagship title of Instant Action, the company's online game distribution platform.
- **3D Engine Developer | Torque X | C#**
Design and implementation of 3D engine systems including rendering, audio, terrain, and gameplay.
- **2D Engine and Tools Developer | Torque 2D (later Torque Game Builder) | C++**
Game editor development and engine improvements on the company's best-selling product.

Skills

- Proficient with C++ (including modern C++) and C#, and a working knowledge of many other languages.
- Experience with DirectX and OpenGL.
- Familiar with many aspects of game and engine development including physics, scene management, networking, graphics, design, asset management, and gameplay.

Education

- **Seattle Pacific University, Seattle, WA**
Bachelor of Science in Computer Science | June 2006
Additional coursework in electrical engineering, physics, and math