

# Adam Larson

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## Experience

February 2016 - Current

**Co-Founder | PiRho Soft, Inc | Seattle, WA**

- **Engine and Game Developer | The Art of War, Photon Phanatics | C++**  
Built a custom engine, tools, and gameplay systems as part of a two-man team. Released The Art of War on Xbox and Windows and Photon Phanatics on iOS.
- **Tools Developer | Unity Tool Suite | Unity, C#**  
Designed and created a set of general-purpose Unity editor tools and runtime utilities. Released as open source with development ongoing.

June 2008 - Current

**Independent Software Engineer | Seattle, WA**

- **Web Developer | Keuilian, Inc | Chino Hills, CA | C# and Javascript**  
Architecture, front and back end development, and server and database administration for a fitness marketing website. The user base has grown from 300 to 20,000 with revenues increasing from \$200,000 per year to \$2 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.
- **3D Engine Developer | Torque X | C#**  
Design and implementation of 3D engine systems including rendering, audio, and terrain.
- **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 knowledge of many other languages.
- Familiar with many aspects of game, web, and application development including graphics, networking, relational databases, architecture, optimization, and testing
- Experience using a wide variety of frameworks and libraries including Angular, asp.net, and Unity

## Education

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