Adam Waggoner
Game Programmer

(573)-691-0400 📞
adam.swaggoner@gmail.com ✉
https:/tinyurl.com/y8z22laz 🔗
www.adamjwaggoner.com 🌐

PROJECTS

Eighteen | 2014 - 2016
3D adventure exploration game developed in Unity. Made low-poly terrain, models, materials, particle systems. Implemented gameplay and shaders including low-poly water, and a postprocess distortion effect.

Retrostasis | May. 2017 – Aug. 2017 (Team of 4)
2D puzzle platformer developed in Unity. I wrote a custom algorithm for precise collision detection and resolution. I also made all 2D assets and animations in the original prototype which won 4th place out of 120 games in Gamejolt's GDC jam.

Please Respond, Colony One | Oct. 2016 – Present (Team of 2)
3D adventure exploration game developed in Unity. Implemented gameplay, vehicle controls, and shaders including an animated postprocess filter to render paintings of memories (kuwahara filter), and a shader to render memories with distortion based on a noise image.

Spreadsheet Server | 2017 (Team of 4)
Multi-user spreadsheet program similar to Google Sheets. The front-end was written in C# and communicated via TCP/IP to a multithreaded server written in C/C++. I worked primarily on the server's implementation focusing on security and reliability.

SKILLS

- Linear Algebra, Calculus, Discrete Math
- HLSL, Cg, OpenGL
- C++, C, C#, Python, x86
- Data Structures, Algorithms
- Git, Github

- Trello, Slack
- Visual Studio, Emacs, Atom
- Maya, Blender
- Unity 3D, Unreal Engine
- GCC, GDB

EDUCATION

B.S. Computer Science E.A.E | University of Utah
2015 – Expected Graduation May 2019
Pursuing a Computer Science degree with an Emphasis in Game Development at the #3 Game Design program by the Princeton review.

EXPERIENCE

Vice President| EAE Gamecraft Club
As Vice President I am responsible for organizing weekly meetings, monthly game jams, talks with experts, and fostering a constructive community. As a member for 3 years I have enjoyed working with passionate individuals on a variety of projects.