





Adam Waggoner

Game Programmer

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PROJECTS

Eighteen | 2014 - 2016

3D adventure exploration game developed in Unity. I worked as artist and programmer. Made low-poly terrain, models, materials, particle systems. Implemented all gameplay and shaders including low-poly water, and a postprocess distortion effect.

Retrostasis (Original Prototype) | Feb. 2016

2D puzzle platformer developed in Unity. Implemented the games systems, requiring writing a custom SAT collision system, and a coroutine to blend between scenes. Made all 2D assets and animations. Retrostasis won 4th place out of 120 games in Gamejolt's GDC jam.

Please Respond, Colony One | October 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 like 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. 3.8 GPA.

EXPERIENCE

Vice President | EAE Gamecraft Club

As an officer I'm responsible for organizing weekly meetings, monthly game jams, talks with experts, and fostering a positive, constructive community. As a member for 3 years I've enjoyed working on a variety of different projects to improve my skills with large, diverse teams.