





Adam Waggoner

Game Programmer

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PROJECTS

Torpor | May 2016 (Team of 2)

3D adventure exploration game developed in Unity. Implemented core gameplay, UI, and custom shaders for scene transitions and object highlighting. Featured in PCGamer, RockPaperShotgun, and AlphaBetaGamer. Played by Markiplier.

Retrostasis | May – August 2017 (Team of 4)

2D puzzle platformer developed in Unity. Implemented a custom SAT collision physics system on top of Unity to give the game tighter controls. The original prototype won 4th place out of 120 games in Gamejolt's GDC jam and was shown at Gamejolt's GDC booth 2016.

Please Respond, Colony One | October 2016 – Present (Team of 2)

3D adventure exploration game developed in Unity. Implemented gameplay, vehicle controls, and various shaders including an animated postprocess filter to render paintings of memories.

Castle Splash | January 2016 (Team of 9)

3D tower defense game. Worked closely with 2 other programmers to implement balanced gameplay systems, and made and maintained UML diagrams to guide the programming process. Worked with artists to implement art assets quickly to facilitate quick iteration.

SKILLS

- Unity3D, Unreal Engine
- C Languages (C/C#/C++), Python, x86
- Maya, Blender
- Git, Github
- Trello, Slack
- Visual Studio, Emacs, Atom
- Linux, GCC, GDB
- TCP/IP

EDUCATION

B.S. Computer Science E.A.E | University of Utah

2015 – Expected Graduation May 2019

Emphasis in Game Development at the #3 Game Design program by the Princeton review. 3.8 GPA.

EXPERIENCE

2017 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.

Foster-Waggoner CPA | Summer 2014

Did data migration for an accountancy firm. Wrote a python script with an Excel API to convert client data from an old software with no documentation.