

Adam Weber

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Education

University of Wisconsin Whitewater - May 2022

Bachelor of Science - Double Major

- *Media Arts and Game Development: Communication/Gaming Emphasis*
- *Computer Science*

Experience

CORE 2062 | F.I.R.S.T. Robotics Team | Lead Web Developer, Programmer | 9/2013 - 5/2017

- Led a team of programmers to maintain CORE's website.
- Taught students how to use HTML, CSS, and JavaScript.
- Worked closely with sponsors and the marketing team.

Technical Skills

- Languages: **C#**, **C++**, Javascript, Java, HTML/CSS
- Tools: **Unity**, **Visual Studio**, Adobe Suite, Jera, Github

Relevant Projects

Anima | Study Abroad Project | UI Programmer, Game Programmer | 4/2020 - 6/2020

- Worked with students remotely from HAN University - The Netherlands.
- Interacted closely with Anima's design team with a team of programmers.

Mythos | Capstone Project | Lead Programmer | 1/2022 - 5/2022

- Worked with fourteen students to create a multiplayer virtual CCG in four months.
- Led and managed the programming team.

Yahtzee | Independent Study | Solo Project | Spring 2022

- Created a basic Yahtzee game to showcase my new knowledge of networking.
- Used node.js to create a simple bridge between clients for multiplayer.

Awards

- Awarded **Best in Show** at the MAGD Expo for the game [Split](#).
- Awarded **Honorable Mention** at the MAGD Expo for the game [Aroa](#).
- Graduated *magna cum laude*.