ADAM WEBER

Contact

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Skills

C#	$\diamond \diamond \diamond \diamond \diamond$
TypeScript/JS	$\diamond \diamond \diamond \diamond \diamond$
Unity Engine	$\diamond \diamond \diamond \diamond \diamond$
C++	$\diamond \diamond \diamond \diamond \diamond$
Java	$\diamond \diamond \diamond \diamond \diamond$
Docker	$\diamond \diamond \diamond \diamond \diamond$
Databases	$\diamond \diamond \diamond \diamond \diamond$
HTML/CSS	$\diamond \diamond \diamond \diamond \diamond$
Postman	$\diamond \diamond \diamond \diamond \diamond \diamond$
Bugfixing	$\diamond \diamond \diamond \diamond \diamond$
Team Player	$\diamond \diamond \diamond \diamond \diamond$
Critical Thinking	$\diamond \diamond \diamond \diamond \diamond$
Critical Thinking Adaptability	$\mathbf{\dot{\bullet}} \mathbf{\dot{\bullet}} \dot{$
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Organizations

C.O.R.E. 2062 FRC

2013 - 2017

- Taught students HTML/CSS and JavaScript
- Worked closely with the marketing team and sponsors
- Led a team of programmers to maintain and develop the C.O.R.E website

Profile

Ambitious **Software Developer** with experience in **Game** and **Backend Web Development** who is skilled in collaborating in cross-functional teams to create innovative and exciting experiences for all audiences.

Experience

Filament Games - Game Engineer I, Madison, WI July 2022 - Jan 2024

Project CASA is a game built in the Unity Engine using c# that utilizes a web server using TypeScript. CASA is designed for researchers and teachers to test various skills within 3 - 5 year old children using different user inputs in a fun game environment

- Engineered the Unity app from start to finish and worked alongside artists, producers, designers, and UX in an agile environment
- Developed the game's training system, allowing for students to learn how to play the game through a custom story and puzzles that are outside of the assessment and not connected to the server back-end
- Created a server back-end using TypeScript that was in charge of all calculations given by researchers for info sent by the Unity app
- Implemented custom built RESTful APIs that controlled information between user input in the Unity app to the server back-end. This information was sent to a Prisma database for the researchers

Education

Bachelor of Science - Double Major

2018 - 2022

Computer Science - General Emphasis Media Arts and Game Development (MAGD) - Communication

- University of Wisconsin Whitewater
- Graduated magna cum laude

Awards

- Awarded Best in Show at the MAGD Expo 2020/2022 Split/Mythos
- Awarded First Place of the IGDA Foundation Game Jam 2022 for Crafted Chimera