ADAM WEBER

Contact

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https://zaidis.github.io/

Skills

Skill	Rating
Unity Engine	◆ ◆ ◆ ◆ ◆
C#	◆ ◆ ◆ ◆ ◆
TypeScript/JS	◆ ◆ ◆ ◆ ◇
C++	◆ ◆ ◆ ◇ ◇
Docker	◆ ◆ ◆ ◇ ◇
Databases	◆ ◆ ◆ ◇ ◇
HTML/CSS	◆ ◆ ◆ ◆ ◇
Postman	◆ ◆ ◆ ◆ ◇
Bugfixing	◆ ◆ ◆ ◆ ◆
Team Player	◆ ◆ ◆ ◆ ◆
Critical Thinking	◆ ◆ ◆ ◆ ◆
Adaptability	◆ ◆ ◆ ◆ ◆
Attention to Detail	◆ ◆ ◆ ◆ ◆
Time Management	◆ ◆ ◆ ◆ ◇

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

▶ Developed a Unity app designed for teachers and researchers to test various skills within 3 - 5 year old children

▶ Implemented custom built RESTful APIs that served information from user input to a TypeScript back-end which updated a Prisma database

▶ Worked alongside artists, producers, designers, and UX in a scrum environment

Relevant Projects

Yahtzee Simulation

▶ Created a Yahtzee simulation utilizing a Unity App and a backend web application that allows multiple users to play the game in their own hosted server

▶ Utilized socket.io and node.js to build the web application

Education

Bachelor of Science - Double Major   2018 - 2022

Media Arts and Game Development (MAGD) - Communication/Gaming Computer Science

▶ 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