

Adam Ball (he/him)

Game Designer and Developer, BS in Software Engineering

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A video game developer with a love for designing, programming, art and the web.

LANGUAGES + TECHNOLOGIES

Unity, C#, C++, C, Java, Kotlin, Python, JavaScript, HTML, CSS, Visual Studio, Visual Studio Code, Blender

PROJECTS

Ghost King's Cross – *Project Lead, Game Programmer*

AUGUST 2021

A side-scrolling bullet hell action game, produced in one week for the Brackeys 2021.2 game jam.

- Assigned team roles, scheduled meetings and organized project workflow for a team of six
- Established an asset pipeline using Unity and integrated visual and audio assets from five different artists
- Programmed all significant gameplay mechanics and animated special UI and game elements
- Scored in the top 3% of submissions, placing 46th out of 1,700 entries

Timekeep – *Project Lead, Game Programmer*

AUGUST 2020

A time warped 2D puzzle platformer game, completed in one week for the Brackeys 2020.2 game jam.

- Scheduled team meetings and appropriately scoped project objectives for a team of three
- Designed and engineered all gameplay functionality, structured essential puzzles and level layouts
- Scored in the top 2% of submissions, placing 29th out of 1,800 entries

Spots and Ears – *Lead Programmer*

AUGUST 2019 - JUNE 2020

A 2D platformer and narrative-driven game, developed in one school year as a senior capstone project.

- Programmed all gameplay functionality and assisted in designing all three major acts of the game
- Integrated art and audio assets from eight different artists using the Unity game engine
- Debuted the project demo at SJSU's SHMCon 2020 and took input from tens of players in-person

WORK EXPERIENCE

NASKU – *Software Engineer*

SEPTEMBER 2021 - PRESENT

- Communicated with 20+ client companies to deploy our "Tracker" Android app globally
- Optimized new features for the company's web portal, improving load times by over 90%
- Maintained a Redmine and a GitLab for issue tracking and version control across two concurrent projects
- Designed and implemented a custom data streaming protocol to reduce network traffic by over 60%

EDUCATION

San Jose State University – *GPA: 3.9*

AUGUST 2016 - DECEMBER 2020

BS in Software Engineering, Minored in Mathematics. Graduated *summa cum laude*. President's Scholar.

ACTIVITIES

Game Development Club at SJSU – *Treasurer*

AUGUST 2018 - JUNE 2020