

Adam Ball (he/they)

Game Designer and Developer, BS in Software Engineering

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A video game developer with a fascination for design, programming, art and the web.

LANGUAGES + TECHNOLOGIES

C#, GDScript, Java, Kotlin, C, C++, Python, TypeScript, JavaScript, HTML & CSS, SQL
Unity, Godot, Android, React, Vue, Solid, Node.js, Git, GitHub, GitLab, Blender

PROJECTS

Switchblade — *Creative Director, Programmer, Level Designer*

JANUARY 2025

A challenging platformer adventure game, produced in two weeks for Pirate Jam 16.

- Designed the main character mechanics, game progression, and individual challenges
- Integrated a polygonal level builder system and constructed a continuous world with four major areas
- Organized team tasks for five people and wrote a complete game design document
- Achieved the top spot in "Popular" out of 1,800 jam submissions and "front-paged" itch.io for some time

Starwind Shrine — *Creative Director, Gameplay Programmer*

APRIL 2023

An atmospheric 3D puzzle game, produced in one week for the Lv. 99 Game Jam.

- Programmed a player controller utilizing realistic physics interactions and special mode switches
- Implemented a robust 3D tile system for quickly structuring level layouts and keeping visuals consistent
- Integrated dozens of 3D models, textures, shaders, particle systems, and animations over the week
- Placed #8th in the overall category out of over 300 entries, and within the top 10% in every other category

Cairn — *Creative Director, Gameplay Programmer*

AUGUST 2022

A difficult, multiplayer platformer game, produced in one week for the Brackeys 2022.2 game jam.

- Learned how to use the Godot game engine's systems and how to program in GDScript in under a week
- Programmed a flexible level editor with over 20 different blocks and the ability to edit the level online
- Designed and co-implemented the netcode and backend for serving level changes to every player
- Placed #18th in the overall category out of over 1,000 entries, with a #6th place in art and #10th in audio

WORK EXPERIENCE

Very Very Vulpes Studios — *Game Programmer, Designer*

FEBRUARY 2025 - PRESENT

NASKU — *Software Engineer*

SEPTEMBER 2021 - PRESENT

- Deployed the company's web portal and optimized performance and load times by over 90%
- Designed and implemented a custom data streaming protocol for reducing network traffic by over 60%
- Communicated with 20+ client companies to provide live service and incorporate feedback
- Maintained a GitLab to perform issue tracking and version control across multiple projects

EDUCATION

San Jose State University — *Major GPA: 4.0*

AUGUST 2016 - DECEMBER 2020

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

ACTIVITIES

Game Development Club at SJSU — *Treasurer*

AUGUST 2018 - JUNE 2020