

Adam Rhoades

📍 Redmond, Washington, United States ✉ adamrhoadesdev@gmail.com 📞 (253) 880-8990 🌐 in/adamrhoadesdev

Summary

Software Developer with 5 years of experience in collaborative custom software development. Graduating DigiPen Institute of Technology student with a Master of Science in Computer Science, focusing on game development, gameplay, and real-time rendering. Lead Gameplay Engineer of "Heart of the Forest", a master's-level game project at DigiPen. Experienced with rapid prototyping, integrating peer and player feedback, and working in a diverse interdisciplinary team.

Education

Master of Science in Computer Science | Concentration in Computer Graphics | DigiPen Institute of Technology | 2022

Bachelor of Science in Computer Science | Minor in Mathematics | Pacific Lutheran University | 2020

Experience

Epicor ERP Software Developer II | ERP Edge | Edgewood, Washington | May 2017 - Present

- Communicated directly with clients to refine software requirements and managed tasks for completion of client requests.
- Developed processes that automate allocation, printing, and shipping that reduce employee inputs and time-spent by over 95%.
- Rapidly prototyped solutions and met changing needs while keeping on track for the client's minimum viable product.
- Effectively learned the latest software development tools, techniques, languages, and practices to meet client needs.

Projects

Heart of the Forest - Lead Gameplay Engineer | DigiPen Institute of Technology | January 2022 - April 2022

- Utilized Team Wombat Game Engine to build "Heart of the Forest", a 3D tower defense game with a 3rd person building and combat system (inspired by Orcs Must Die and Dungeon Defenders).
- Guided teamwork through scrums, co-leading design meetings, and advanced version control using branching and pull requests.
- Collaborated with another student to create a map/level editor for rapid level design.
- Analyzed player feedback on systems such as controls, camera, construction, combat, responsiveness, movement, model clarity, learning, UI/UX, and mechanics to improve game design and gameplay.

Team Wombat Game Engine - Graphics Developer | DigiPen Institute of Technology | August 2021 - December 2021

- Constructed a full-featured 3D game engine on a team of 7 students using C++.
- Implemented a multi-threaded model loading system that utilizes ASSIMP for easy importing of any asset into the game.
- Developed a skeletal-animation system that utilizes keyframe data to animate characters in the game prototypes.
- Designed and scripted a 3D platformer prototype with checkpoints, air fans, moving platforms, and projectiles using Lua.

Concaveity - Gameplay Engineer, Level Designer | DigiPen Institute of Technology | January 2021 - April 2021

- Designed and developed a 2D dungeon stealth platformer game in C++ inspired by "Impossible Mission".
- Collaborated with a team of 4 students to create a 2D game engine that managed physics, graphics, simple animations, combat, cooldowns, levels, and objectives.
- Designed levels to introduce players to mechanics of the game slowly, so new players learn without any need for a tutorial.
- Analyzed and integrated player feedback on systems such as controls, combat, responsiveness, movement, level design, art clarity, difficulty, learning, and UI/UX to improve game design and gameplay.

Skills

Shaders, OpenGL, Unity, Level Design, Visual Studio, Epicor ERP, Gameplay Engineering, Tools, Game Systems.

Favorite Games: Guild Wars 2, Minecraft, Hearthstone, Diablo 3, Dark Age of Camelot, League of Legends, Satisfactory, D&D

Languages: C++, C#, Java, Lua, GLSL, HTML XML, ASP.NET, SQL