

ALLEN ADAMS

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SKILLS

Engines

- Unity
- Unreal

Programming

- C#
- C++
- HLSL/GLSL
- Python
- Lua

Other

- SQL
- Blender
- Photoshop

EDUCATION

George Brown College
Toronto • 2010

Ontario Advanced Diploma: Game
Programming

REFERENCES

Available upon request.

SUMMARY

Innovative Game Developer with strong skills in Unity, and C#. Proven ability to rapidly develop prototypes and architect large-scale projects. Strong understanding of software development lifecycle and agile methodologies.

WORK EXPERIENCE

Electronic Arts - Software Engineer

04/2021 - Current

- Developed multiple Unity prototypes, rapidly iterating and validating early production concepts.
- Implemented foundational architecture for three large scale projects.
- Supported design within a large team to help prototype new ideas and pivot genres within our existing code base.

Gameloft Toronto Ltd. - Gameplay Programmer

08/2014 - 04/2021

- Maintained game code and added features on live service mobile titles.
- Designed code architecture on successful mobile title.
- Developed tools for design, improving workflow efficiency for game balancing.

GBC Office of Research and Innovation - Software Developer

2012 - 2013

- Worked as lead programmer on development team.
- Working within Unreal Engine to create simulated virtual experience.
- Managed optimization for larger codebase and artist pipeline.

PUBLISHED TITLES

2019 LEGO Legacy: Heroes Unboxed

- Gameloft, Toronto Ltd.
- Platform: Mobile

2014 UNO & Friends

- Gameloft, Toronto Ltd.
- Platform: Mobile

2014 ccSpark!

- Career Cruising / Tiny Hearts
- Platform: IOS

2012 Campus Visualization Project

- George Brown College
- Platform: PC