Derrick Alan Adams

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Education

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computational Media — Computer Intelligence and Game Design   *Aug 2020 – May 2024*
GPA: 3.8/4.0, Major GPA: 4.0/4.0, Highest Honors

Experience

Product Manager & Business Analyst   June 2024 – Present
Cox Enterprises   *Atlanta, GA*
- Defined product strategy and priorities for image recognition software used to inspect over 10,000 vehicles a month at Manheim auctions.
- Managed communication and ensured alignment between developers, end users, and other cross functional partners.
- Analyzed data and crafted stories as the subject matter expert for technologies such as Pendo and LogRocket.

Multimedia & UI/UX Design Co-Op   Jan 2022 – April 2023
Cox Communications   *Atlanta, GA*
- Expanded Cox's employee website with tools such as HTML, JavaScript, and Microsoft Power Automate.
- Oversaw the redesign and platform transition of Cox's employee website for the entire department.
- Conducted UX Research for Cox's Contour streaming service to determine optimal design decisions.

Lead Designer & Developer   Aug 2019 – Oct 2023
Gear Shift Studios   *Atlanta, GA*
- Designed, programmed, and created the art for multiple game projects using Unity, Godot, and GameMaker: Studio.
- Implemented non player character behavior using finite state machines, behavior trees, and other intelligence techniques.
- Marketed and published games to multiple platforms including the Steam Marketplace, Itch, and GameJolt.

Projects

Team Lead - Doorways To The Future   Jan 2024 - April 2024
- Developed a VR experience in Unity for the Meta Quest that allows users to traverse coral reefs and observe the future effects of climate change.
- Implemented body tracking, character movement, object interactions, and visual shaders.

Student Research Lead - RF Hardware   Aug 2022 - Nov 2023
- Applied modern computing techniques to old media technologies in an effort to combine well designed aesthetics with efficient software.
- Reverse engineered the developer environment of the Sega Dreamcast to develop games using C++ and a port of OpenGL.
- Created a custom graphics engine that uses raycasting to generate true 3D imagery while maintaining performance.

Skills

Languages: Java, C#, C/C++, Python, JavaScript, HTML/CSS, R, Visual Basic
Game Engines: Unity, Godot, GameMaker: Studio, Unreal Engine
Design Programs: Photoshop, Illustrator, Premiere, Animate, Autodesk Maya, Blender, Figma
Frameworks: Git, Docker, OpenGL, React, Bootstrap, NumPy
Productivity Programs: Microsoft SharePoint, Airtable, Splunk, Microsoft Azure, Power Automate

Leadership

Phi Kappa Theta - President   Nov 2022 - Nov 2023
- Oversaw a 60+ member fraternity, directed execution of events with hundreds of people in attendance, managed a semesterly budget of over 75,000 dollars.
- Communicated with external organizations to coordinate logistics, safety, and public relations.

Boy Scouts of America - Eagle Scout   March 2018
- Coordinated dozens of people to install signs and improve trail safety for California State Parks.
- Gained leadership skills and mentored younger scouts as Troop Guide, managed peers during campouts and ran meetings as Patrol Leader.