

DERRICK ALAN ADAMS

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EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computational Media — Intelligence and Games

GPA: 3.75/4.0, Major GPA: 4.0/4.0, Honors Program

Atlanta, GA

Aug 2020 – May 2024

EXPERIENCE

Multimedia & UI/UX Design Co-Op

Cox Communications

Jan 2022 – April 2023

Atlanta, GA

- Created interactive experiences, such as animations and games, for employee engagement and training.
- Expanded Cox's employee website with tools such as HTML, JavaScript, and Microsoft SharePoint.
- Oversaw the redesign and platform transition of Cox's employee website for the entire department.
- Designed and prototyped the user interface for Cox's new travel and food streaming service.
- Analyzed user data of Cox's Contour streaming service to determine which UI/UX changes led to higher user satisfaction.

Lead Designer & Developer

Gear Shift Studios

Aug 2019 – Oct 2023

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

Vertically Integrated Project - RF Hardware

Aug 2022 - Nov 2023

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

Lead Developer - Trial By Fire

Aug 2022 - Nov 2022

- Designed and implemented game-play systems for a mystery game using Unity3D and Maya, including movement, item interactions, and a unique time travel mechanic.
- Managed team members and project timeline; ensured scope allowed for effective completion of key game features.

Virtual Appointment and Testing Suite

October 2020

- Developed an Oculus VR program in Unity for users to go to a virtual doctor's office and run key health screenings, such as vision, hearing, and height tests
- Hand-crafted the 3D environments, assets, and user interface using Unity3D and Maya.

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