ANDREW ADAME

GAME DEVELOPER

CONTACT

📱 +1 951-476-4799

✉️ andrewadame526@gmail.com

🏠 Riverside, CA, US, 92506

in in/andrew-adame

🌐 andrewadame.com

SKILLS

- Unity
- Unreal
- Blender
- Maya
- Mobile Development
- HTML5 Game Development
- AGILE
- C++
- C#

EDUCATION

ASSOCIATES DEGREE
Science & Mathematics
Riverside City College
2019 - 2021

BACHELOR OF ARTS
Computer Systems
California State University, San
Bernardino
2021 - 2023

PROFILE

A recent graduate of California State University, San Bernadino (CSUSB) with a Bachelor of Arts, Computer Systems with a concentration in Game Development. In search of a job in video game related programming to get experience in the ever-growing video game industry. A goal-oriented game and software developer with a persistent working mentality and a strong passion for all things video game.

EXPERIENCE

INTERN
BLU EDUCATIONAL FOUNDATION | MAY 2023 - AUG 2023
Team Lead of BLU's Film, Media & Marketing Team. Our objective is to provide the BLU Educational Foundation with impactful and quality multimedia products that emphasizes the hard work and passion that goes into the organization's events and projects.

- Delegated roles and assignments based on each member's strength and weaknesses.
- Constructed weekly list of responsibilities and worked closely with the team to ensure each assignment was completed on-time and of quality.
- Orchestrated graphic design projects using Adobe Photoshop, InDesign, and Illustrator to create logos and flyers.

PROJECTS

PROJECT GRAVITY WELL
GRAVITY WELL | AUG 2022 - DEC 2022
Team Lead of Gravity Well for a group of 7, Project Gravity Well is a physics-based party shooter game developed using Unity. The game was designed with a fun and responsive gameplay loop as priority, with additional gameplay features designed around it.

- Oversee source code development and assist team members wherever needed.
- Kept team organized and focused based on time and current priorities utilizing Agile methodologies.

PROJECT AZRAEL
FANTASTIC GAMES | MAY 2023 - PRESENT
Team Lead of Fantastic Games, a small indie team of 7 developers currently in production of our first large project.

- Oversee source code development and assist team members wherever needed.
- Lead and directed motion capture animations for player and enemies.
- Organized meetings, scheduling, and maintained overall game design.