

ADAM DUVIN

GAME DEVELOPER

Looking for a full-time position as a game designer in the game industry. Available at earliest convenience.

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in adamduvin 🔄 adamduvin

SKILLS

PROCESSES

Game Design
Level Design
Game Balance
Documentation
Quality Assurance
Testing
Debugging
Version Control
Communication
OOP
Data Oriented
Development

SOFTWARE

Unity (5.x - 2020.x)
Unreal Engine (4.25-5.0EA)
Google Office
Microsoft Office
Git
Perforce
Jira
Visual Studio (2015 - 2019)
Blender (2.90.0)
Maya (2018)
DirectX 11
OpenGL (4.5)
Photoshop (2018)

PROGRAMMING LANGUAGES

C#
C++
Java
JavaScript
HTML
CSS

PROJECTS

TWIN STICK SHOOTER

- Role: Lead Developer. Acting as sole designer, programmer, and artist.
- Team Size: 1
- adamduvin.com/portfolio.html#TwinStickShooter

Designing and developing a single player isometric twin stick shooter using the Unity Game Engine to create a hardcore action game for Android, with iOS as a possible future platform. Character models are modeled, textured, and rigged in Blender and animated with Unity's inverse kinematics plugin. Haptics are implemented with the Lofelt Studio plugin.

WYVERN MULTIPLAYER 3RD PERSON SHOOTER

- Role: Lead Developer. Acting as sole programmer, designer, and artist.
- Team Size: 1
- adamduvin.com/portfolio.html#MultiplayerShooter

Designing and developing a multiplayer third-person shooter video game with flying mechanics using the Unity Game Engine and C#. Created design documents, level sketches, and spreadsheets for brainstorming and balancing.

SKYRIM CUSTOM LEVEL

- Role: Level Designer. Prototyped and built the level with feedback from other game developers.
- Team Size: 1
- adamduvin.com/portfolio.html#SkyrimLevel

Created a napkin sketch and used Skyrim's Creation Kit modding tools to design and build a custom bandit hideout-themed level. The level features multiple options for traversal, supporting a variety of playstyles and character builds. Secret weapons are hidden around the map to give adventurous players an advantage over the enemies. Had classmates and friends playtest and took feedback to iterate and improve upon the design.

EMPLOYMENT

MONUMENTAL, LLC

Austin, TX

Jr. Game Designer

Mar. 2022 to Jan. 2023

Game Designer. Used the Unity game engine and Google Sheets to implement content into a live MMO. Wrote design documentation, researched and analyzed modern MMO design standards, and wrote design briefs in Google Docs and Confluence to assist the engineering team with scoping development work on the implementation of new features.

WIN REALITY

Austin, TX

QA Tester

Nov. 2021 to Current

Quality Assurance tester. Tested for functionality and bugs in a baseball training VR simulator as well as associated websites and backend.

EPIC GAMES VIA EASTRIDGE WORKFORCE SOLUTIONS

Cary, NC

Software Tester

June 2020 to June 2021

Quality Assurance tester. Tested for functionality and bugs in releases and updates to the Unreal Game Engine. Primarily worked on testing core functionality. (Employed by Eastridge, but worked for and with Epic Games and their employees)

EDUCATION

Rochester Institute of Technology

B.S. Game Design and Development 2019

GPA: 3.520

AWARDS

Rochester Institute of Technology · RIT DEAN'S LIST

Fall 2015, Spring 2016, Spring 2017, Fall 2017, Spring 2018

Recognition for a semesterly GPA greater than or equal to 3.40.

Boy Scouts of America · EAGLE SCOUT

Highest rank awarded to a scout. An involved and complex leadership project is required to attain this rank.

VOLUNTEERING

EAGLE SCOUT PROJECT

Jan. 2014 to July 2014

Project Manager
Robbinsville, NJ

Lead the design and construction of a nature trail to allow families and the elderly to enjoy the local forests.

TAU KAPPA EPSILON FRATERNITY XI-UPSILON CHAPTER

June 2016 to Dec. 2016

Community Service Chairman
Rochester Institute of Technology

Coordinated with local non-profits and organizations to perform community service tasks.