ADAM HOLCOMBE

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OBJECTIVE

To obtain a position where I can expand my abilities and develop contacts.

EDUCATION

University of Wisconsin – Stout, Menomonie, WI   **Graduation date**: May 2015

B.S. in Game Design and Development - Computer Science   **GPA**: 3.69

B.S. in Applied Mathematics and Computer Science

SKILLS

GAME ENGINES/PROGRAMMING LANGUAGES

Unity • Unreal Engine • XNA Game Engine • PhyreEngine • LÖVE • Allegro

C# • C/C++ • Java • Javascript • Python • SQL • Dojo • ASP.NET • Objective-C • Lua

RELEVANT PROJECTS

Foliage Feud • Lost Cenote • Genesis Engine • RealPrecision – Measurement

WORK HISTORY

Programmer Analyst, Acuity, A Mutual Insurance Company, Sheboygan, WI   Jun 2015 – Present

- Broadened and maintained an online quoting system for commercial insurance.
- Worked in Java and Dojo to create a rapid environment for customers.
- Acted as the liaison for DB2 changes related to the team.
- Participated in a pilot program to bring the Agile framework to the company.

Contract Programmer, Screen Burn Games, LLC, Neenah, WI   Sep 2015 - Sep 2016

- Conceived the core programming for projects utilizing Unity.
- Assisted in design decisions for projects.

iOS Application Developer, University of Wisconsin - Stout, Menomonie, WI   Jan 2015 - May 2015

- Develop two iPad applications to supplement education at a collegiate level.

University Tutor, University of Wisconsin – Stout, Menomonie, WI   Jan 2012 - May 2015

- Assist in advancing students' abilities to program physics.
- Work with instructors to teach computer science classes.
- Executed excellent communication skills by improving students' understanding of math.

Game Design and Development Intern, RealityWorks, Eau Claire, WI   Apr 2014 - Sept 2014

- Assist with brainstorming and designing prototypes to expand upon current products.
- Rapidly design prototypes to test areas of development to expand to for educational purposes.
- Designed an immersive environment using the Oculus Rift and Razer Hydra.

GDD Research Assistant, University of Wisconsin – Stout, Menomonie, WI   Sep 2012 - May 2013

- Experimented with PlayStation 3 Development Kit to create a basic prototype in the PhyreEngine.

PROFESSIONAL ORGANIZATIONS AND AFFILIATIONS

President of the UW Stout International Game Developers Association (IGDA)   May 2014 - May 2015
Member of Applied Mathematics and Computer Science Advisory Board   Sept 2012 - May 2015
Vice President of the UW Stout IGDA   Jan 2013 - May 2014