

Reuben Brenner-Adams

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Skills

- **Relevant Areas of Expertise:** C#; Unity; Game Development.
- **Programming and Markup Languages:** C++, C#, CSS, GLSL, HLSL, HTML; Java; JavaScript; JSON; Python; XML.
- **Engines and Tools:** Git; JIRA; jQuery; OpenGL; Node.js; Unity; Unreal Engine 4.
- **Software:** Adobe Audition, Photoshop; Audacity; FileZilla; GitHub; Perforce; SourceTree; Trello.

Work Experience

Dig-It! Games, Bethesda, MD	Junior Developer	June 2017 – Present
Programmer, game designer, and audio for educational and commercial Unity games projects.		
Center for MAGIC, Rochester, NY	Student Researcher	January 2016 – May 2017
Project management and game designer for card games based on legal codes in 12 th century North Africa.		
Smithsonian Institution, Washington, DC	Digital Media Intern	June – August 2016
Game designer and developer for K-8 Smithsonian Science Education Center games for NGSS curricula.		
Center for MAGIC, Rochester, NY	Student Researcher	December 2015 – May 2016
UE4 developer and PR manager for an educational horror game based on Gilman's "The Yellow Wallpaper."		
Nemesys Games, Budapest, Hungary	Programming Intern	January – May 2015
C# and Unity3D developer for new and ongoing PC, PS4, and Xbox One games projects.		
Ithaca College, Ithaca, NY	Research Intern	June – August 2014
Designed and developed a Kinect-based minigame in C# and Unity3D for use in physical therapy.		

Shipped Titles

Silk Road	Game Developer	November 2017
<i>Developer:</i> Dig-It! Games. <i>Platforms:</i> Facebook, Facebook Gameroom. Historically-grounded match-3 game involving traversal of the ancient Silk Road trading route.		
Lost & Found: Order in the Court	Game Designer	October 2017
<i>Developer:</i> RIT Center for MAGIC. <i>Platform:</i> Physical release (The Game Crafter). Analog party game about interpreting medieval, religious North African legal codes.		
Aquation: The Freshwater Access Game	Game Designer	September 2017
<i>Developers:</i> Smithsonian Science Education Center, Filament Games. <i>Platforms:</i> iOS, Android, web. Digital strategy game designed to teach 5 th graders about global water trade and natural freshwater resources.		
Gloom Box	Production Lead	May 2017
<i>Developer:</i> Pentatonic Games. <i>Platform:</i> PC. Master's capstone project. 2D, side-scrolling platformer with music-driven gameplay and mashup mechanics.		

Education

Rochester Institute of Technology, Rochester, NY	August 2012 – May 2017
<ul style="list-style-type: none">• Combined Bachelor/Master of Science, Game Design & Development; minor, mathematics• GPAs of 3.95 (undergraduate) and 4.00 (graduate)	