

Reuben Brenner-Adams

800 4th St. SW #S709, Washington, DC 20024
607-342-7989 | reubenbrenneradams@gmail.com
reubenbrenneradams.com

Skills

- **Relevant Areas of Expertise:** C#; Unity; Game Development.
- **Programming and Markup Languages:** C++, C#, CSS, GLSL, HLSL, HTML; Java; JavaScript; Python.
- **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

Smithsonian Institution, Washington, DC	Interactive Developer	May 2018 – Present
Programmer, game designer, and audio for science games, simulations, interactives, and other digital media.		
Dig-It! Games, Bethesda, MD	Junior Developer	June 2017 – April 2018
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.		

Shipped Titles

Roman Town 2	Game Developer	June 2018
<i>Developer:</i> Dig-It! Games. <i>Platforms:</i> iOS, web. A set of social studies puzzle minigames set among the ruins of Pompeii.		
Excavate! Series	Game Developer	December 2017
<i>Developer:</i> Dig-It! Games. <i>Platforms:</i> iOS, Android, web. Six middle school social studies games focusing on artifacts in various ancient civilizations.		
Silk Road	Game Developer	November 2017
<i>Developer:</i> Dig-It! Games. <i>Platforms:</i> iOS, Android, 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.		

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Publications

How Can We Protect Animals When Their Habitat Changes? - Teacher Guide **March 2018**

Publisher: Smithsonian Science Education Center/ Carolina Biological Supply Company

Grade 3 module in the Engineering Design strand of Smithsonian Science for the Classroom.

How Can We Provide Freshwater to Those in Need? - Teacher Guide **March 2018**

Publisher: Smithsonian Science Education Center/ Carolina Biological Supply Company

Grade 5 module in the Engineering Design strand of Smithsonian Science for the Classroom.

Teaching with Video Games: Observations on Tutorials and Gameplay **May 2017**

Publisher: Rochester Institute of Technology

My Master's thesis, an examination of similarities between teaching through tutorials and gameplay.

Education

Rochester Institute of Technology, Rochester, NY

August 2012 – May 2017

- Combined Bachelor/Master of Science, Game Design & Development; minor, mathematics
- GPAs of 3.95 (undergraduate) and 4.00 (graduate)