

# Reuben Brenner-Adams

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## Skills

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

## Selected Work Experience

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<b>Smithsonian Institution, Washington, DC</b>	<b>Interactive Developer</b>	<b>May 2018 – Present</b>
Creating games and digital media for use in Smithsonian Science Education Center curriculum and beyond.		
<b>Dig-It! Games, Bethesda, MD</b>	<b>Junior Developer</b>	<b>June 2017 – April 2018</b>
Programmer, game designer, and audio for educational and commercial Unity games projects.		
<b>Smithsonian Institution, Washington, DC</b>	<b>Digital Media Intern</b>	<b>June – August 2016</b>
Game designer and developer for K-8 Smithsonian Science Education Center games for NGSS curricula.		
<b>Nemesys Games, Budapest, Hungary</b>	<b>Programming Intern</b>	<b>January – May 2015</b>
C# and Unity3D developer for new and ongoing PC, PS4, and Xbox One games projects.		

## Selected Shipped Titles

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<b>Pick Your Plate! A Global Guide to Nutrition</b>	<b>Game Developer</b>	<b>November 2019</b>
<i>Developer:</i> Smithsonian Science Education Center. <i>Platforms:</i> iOS, Android, web. Mobile game for learning about local cuisine and nutritional standards in countries around the world.		
<b>Roterra – Flip the Fairytale</b>	<b>Game Developer</b>	<b>January 2019</b>
<i>Developer:</i> Dig-It! Games. <i>Platforms:</i> iOS, Android. Spatial reasoning puzzle game inspired by a 16 <sup>th</sup> century epic poem. Featured as iOS <i>Game of the Day</i> .		
<b>Tami's Tower: Let's Think About Engineering</b>	<b>Game Developer</b>	<b>December 2018</b>
<i>Developer:</i> Smithsonian Science Education Center. <i>Platforms:</i> iOS, Android, web. Engineering design game about the relationship between simple shapes and their physical functions.		
<b>Lost &amp; Found: Order in the Court</b>	<b>Game Designer</b>	<b>October 2017</b>
<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.		
<b>Aquation: The Freshwater Access Game</b>	<b>Game Designer</b>	<b>September 2017</b>
<i>Developers:</i> Smithsonian Science Education Center, Filament Games. <i>Platforms:</i> iOS, Android, web. Digital strategy game designed to teach 5 <sup>th</sup> graders about global water trade and natural freshwater resources.		

## Education

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<b>Rochester Institute of Technology, Rochester, NY</b>	<b>August 2012 – May 2017</b>
<ul style="list-style-type: none"><li>• Combined Bachelor/Master of Science, Game Design &amp; Development; minor, mathematics</li><li>• GPAs of 3.95 (undergraduate) and 4.00 (graduate)</li><li>• Outstanding Undergraduate Scholar Award, 2016</li><li>• Excellence in Student Life Award, 2017</li></ul>	