

Reuben Brenner-Adams
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Skills

- **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

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

Selected Shipped Titles

Pick Your Plate! A Global Guide to Nutrition	Game Developer	November 2019
<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.		
Roterra – Flip the Fairytale	Game Developer	January 2019
<i>Developer:</i> Dig-It! Games. <i>Platforms:</i> iOS, Android. Spatial reasoning puzzle game inspired by a 16 th century epic poem. Featured as iOS <i>Game of the Day</i> .		
Tami's Tower: Let's Think About Engineering	Game Developer	December 2018
<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.		
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.		

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)• Outstanding Undergraduate Scholar Award, 2016• Excellence in Student Life Award, 2017	