

Kane Adams

Games Programmer

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Summary

Versatile games programmer with 5 years of expertise in Unity, adeptly crafting experiences for various platforms, including mobile and VR. Proficient in Unity and Unreal Engine, grasping Unreal in 8 weeks to develop a compelling game.

Skills

Hard Skills

- C#
- Unity
- GitHub
- Unreal Engine 5
- Blueprint/Visual Scripting
- C++
- Agile Methodologies
- Hack N Plan

Soft Skills

- Fast learning
- Teamwork
- Critical Thinking/Problem-Solving
- Leadership
- Project Management
- Adaptability
- Attention to detail
- Communication
- Professionalism

Work history

Lead Programmer – 09/2022 to Present

Septagram Games LTD (Self-employed/Freelance)

- Led programming team for 'Mobbers', a 2D rogue-like game with a focus on procedural dungeon generation. Showcased at multiple events including Insomnia, with a Steam demo.
- Conceptualised and implemented core gameplay mechanics for 'Mobberville', a 3D farming and cooking prototype developed using UE5.2 in 8 weeks. Managed programming team and contributed to Kickstarter campaign.

Code Sensei – 09/2021 to 06/2023

Code Ninjas

- Taught children aged 7-14 game development with a focus on using Unity.
- Encourage children to explore Unity and be creative using the software.
- Test, debug, and suggested improvements to submitted work.

Gameplay Programmer – 09/2020 to 07/2021

Coloured Perception (Self-directed Placement)

- Created controls, brush customisation, and a save system for an eye-tracking controlled painting game that was presented at the University of Gloucestershire's COMX 2021 for self-directed placement.

Education

University of Gloucestershire

MSc Games Development, Grade Merit - 2023

BSc (Hons) Computer Game Programming, Grade 2:1 – 2022

Ashlyns School

A-Level Mathematics, A-Level Computer Science – 2018

AS-Level Film Studies – 2018

Level 3 EPQ - 2018

9 GCSEs C or above including English and Mathematics – 2016