

Kane Adams

Junior Gameplay 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

Technical Skills

- Programming Languages: C#, C++, Python
- Game Engines: Unity, Unreal Engine
- Version Control: Git, Perforce
- Visual Scripting: Blueprint
- Gameplay Mechanics
- UI/UX Implementation
- Animation Implementation
- Debugging and Optimisation
- Quality Assurance
- Agile Methodologies
- Hack N Plan

Interpersonal Skills

- Fast Learning
- Teamwork
- Critical Thinking
- Problem-Solving
- Project Management
- Adaptability
- Attention to Detail
- Communication
- Leadership

Work history

Lead Programmer – 10/2022 to Present

Septagram Games LTD (Self-employed/Freelance)

- Led a programming team in developing “Mobbers” and “Mobberville”.
- Managed GitHub Repositories, resolved issues, and tackled various tasks, including procedural generation, UI/UX implementation, animations, and gameplay mechanics.
- Presented at Insomnia twice, COMX 2023, and released a demo on Steam. Continuing development and marketing.
- Prototyped game “Mobberville” in 8 weeks, focusing on player gameplay, UI/UX implementation, and core gameplay loops in Unreal Engine 5.

Code Sensei Club Tutor – 09/2021 to 06/2023

Code Ninjas

- Guided 7 to 15-year-olds in Unity and C# for game development, providing hands-on instruction and support.
- Utilised Microsoft MakeCode Arcade, JavaScript, and Roblox tutorials to enhance programming skills.
- Conducted testing, debugging, and assessed students’ progression for quality assurance.
- Contributed to holiday camp sessions, covering diverse topics such as Roblox, Minecraft Mods, and Lego Robotics.

Software Developer – 12/2021 to 02/2022

Firestorm Games LTD

- Investigated and debugged the automation process of importing 3D models from a server to a miniature customisation app.

Gameplay Programmer – 09/2020 to 07/2021

Coloured Perception (Self-directed Placement)

- Engineered innovative features in a painting game, implementing Tobii eye-tracking for brush controls.
- Executed diverse tasks during self-directed placement: brush customisation, painting save system, bug fixing, character reactions.
- Managed GitHub repository, ensuring effective collaboration and resolving errors.
- Exhibited project at COMX 2021.

Achievements

First Steam Demo Release

Originally a Masters group assignment, Mobbers has been released as a playable demo on Steam with continuous updates.

Presenting at Insomnia Twice

Outside of university events, Mobbers has attended two Insomnia events, have been invited back for i72 in April 2024.

Prototyping an Unreal game in 2 months

With very minimal prior knowledge on Unreal Engine and blueprints, was able to prototype a game concept while learning the engine within 8 weeks.

Projects

Mobbers – 10/2022 to Present
2D rogue-like dungeon crawler where the players are the guards of a dungeon with the goal of collecting the loot before the “Heroes” catch up. Developed in Unity.

Mobberville – 06/2023 to 08/2023
3D farming simulator where the player rebuilds the village after the destruction by the “Heroes” in Mobbers. Developed in Unreal Engine 5.

References

References are available on request.

Education

The University of Gloucestershire – 2022 to 2023

MSc - Games Development, Grade Merit

- Individual Commercial Project (First)
- Extended Collaborative Project (First)
- Procedural Content Generation (First)
- Collaborative Project (2:1)
- Machine Learning and Data Analytics

The University of Gloucestershire – 2018 to 2022

BSc (Hons) - Computer Games Programming, Grade 2:1

- Experimental Games (First)
- Creative Visualisation and Animation (First)
- Advanced Group Project (2:1)
- Independent Research Project (2:1)
- Games Professional Awareness (2:1)
- Self-directed Placement year
- Bronze Employability Award

Ashlyns School – 2013 to 2018

- A-Level Mathematics, A-Level Computer Science
- AS-Level Film Studies
- Level 3 EPQ
- 10 GCSEs C or above, including English and Mathematics
- Completed weeklong placement as IT support, invited back for one week shadowing software development team.

Hobbies and Interests

My enthusiasm for gaming spans across genres, with a special affinity for first-person shooters. Classics like Empire Earth (2001) and Need for Speed Most Wanted (2005) have left a lasting mark on my gaming journey. I’m captivated by the idea of revitalising the concepts embedded in Empire Earth, leveraging modern technology to breathe new life into this series.

Recently, I’ve immersed myself in Dungeons and Dragons, enjoying the storytelling and gameplay of chance with friends and university colleagues. Our tabletop adventures have seamlessly woven into our game Mobbers, where abstract versions of our characters take centre stage as formidable bosses.

Beyond traditional gaming, my curiosity extends to niche technologies like eye-tracking and Virtual Reality, exploring their potential applications in gaming. Moreover, I find great delight in brainstorming and planning my own games, from small mechanics that intrigue me to full-fledged game ideas and have expanded to explore ideas in a tight deadline through game jams in both collaborative and solo settings.