ADAM ZMUDZINSKI

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Unity developer with experience programming both on a team and on personal projects. Good with estimation and setting/meeting deadlines. Good problem solver with the ability to pick up new concepts quickly.

Technical Summary

Extensive experience using Unity and C# to build desktop, mobile, and VR apps.
Also familiar with full stack web development, version control software,
online multiplayer, computer hardware, and various other programming languages.

Work Experience

Self-Employed Software Developer - *Began July 2019*

Collaborated with designers and artists on varied projects using the Unity engine. Services include programming, testing, issue remediation, documentation, and providing insight on tools and software.

Education

Dev Bootcamp
Completed intensive eighteen-week web development program – nine weeks of remote prep, nine weeks on-site in New York City. Training was focused on both the "art and science of cultivating developers", featuring a combination of in-demand technical and interpersonal skills.

Projects

Ice Fire
A top down shooter game where you play as two characters simultaneously, ice and fire, and they can only damage enemies of the opposite element.

Get Off My Lawn!
A tower defense style game where you play as an old man trying to keep kids off of his lawn. If too many kids get to your house you lose!

Equine Escapades
A game where you play as a ragdoll horse that can roll around to collect items. The objective is to deliver as many presents as possible within the time limit. It was made with the Unity game engine and can be played with 1-4 players locally.

Pigeon Mission
An aerial platformer where you are a carrier pigeon trying to transmit an important message. You must avoid obstacles in order to get to the end of the level without dying.