Adam Wilczewski

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Skills

- Game Design
- Playtesting
- Coding
- Documentation
- Detail Oriented
- UX Design
- Rapid Prototyping

Technical Skills

- Understanding of Code Languages
- Ability to learn and adapt to new programs
- Analyzing and dissecting games
- Clear and precise documentation

Tools

Unity, Git, Blender, Photoshop
Trello, MS Word, MS Excel

Summary

5+ years of experience working on video games with a wide view on the development process. Experienced in many different aspects of the process of creating a game and making it better with a passion for learning more. Great understanding of video games both on the outside and under the hood and a dedication to working on games.

Education

Sheridan College | Oakville, ON, Canada   2017 - 2021

Bachelor of Game Design

- Worked with diverse teams to design and prototype ideas and concepts. Experienced working with different working styles and learned to co-operate efficiently with diverse individuals.

- Experienced working though a development pipeline to design and create both digital and physical games.

- Moderated multiple playtests and assisted projects in testing and reporting on bugs/issues.

Work Experience

Indie Development   2020 - 2022

Designer, Coder, Modeler, QA Tester
- Worked with a team of 6+ people on products to develop skills and explore game ideas.
- Wore different hats in the development process on multiple projects

R3 Evolution Fitness Studio   2017 - 2018

Technical Support Analyst and Creative Design

- Provided high level technical support
- Worked with clients and co- workers to design and develop fitness related products
- Designed advertisements targeting a specific demographic