

Timothy Adam

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Education

California Polytechnic State University

Masters in Computer Science, GPA: 3.5/4.0

San Luis Obispo

2009–2014

- Master's Thesis: Procedural Music Generation Based on Game State
- Minor in Psychology
- Studied Game Design at Swinburne University of Technology (Fall 2012)

Skills

Languages: English, Dutch (fluent), French (conversational), Spanish & German (Basic)

Programming: C, C++, C#, Java, CUDA, LUA, .NET, HTML, CSS, JavaScript, GLSL, HLSL

Software: XNA, Android API, Node.js, Flash, Premiere, Audition, Photoshop, 3DS Max, Blender

Experience

Vocational.....

Timeless Games

Founder

Seattle, WA

October 2015–Present

LightWalk (Available on Steam on PC since May 2016)

2D Puzzle Platformer about Lasers, written in C# with Monogame.

Sole programmer and artist on the project. Team of 3 (designer and composer).

Lich Party (Available on GameCrafter since March 2016)

3-5 player card game themed around comically overpowered necromancers.

Team manager and producer: coordinating the efforts of 5 artists and 7 designers.

Microsoft

Software Development Engineer

Redmond, WA

July 2014–September 2015

Windows Bridge for Android

Enabling Android apps on Windows to use Google Play Services and system settings.

Computer Science Department

Instructional Student Assistant

Cal Poly, San Luis Obispo

Fall 2012 - Winter 2014

Teaching freshman and sophomore students programming fundamentals.

Miscellaneous.....

Performer

Jet City Saber Guild

Seattle, WA

April 2015–Present

Performing Star Wars-themed Lightsaber choreography for charity events.

Club Officer

Cal Poly Game Development

Cal Poly, San Luis Obispo

2010–2014

Planning and leading club meetings; facilitating communication with club sponsors and speakers.