Adam Karwoski

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Software

- Unreal Engine
- Visual Studios
- Perforce
- Maya
- Microsoft Word
- Microsoft Powerpoint
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe InDesign
- Adobe Premiere Pro

Languages

- C++
- Java
- \cdot UE Blueprinting

Education

Savannah College of Art and Design Bachelors of Fine Arts Interactive Design/ Game Development

Technical Skills

- Programming
- Systems Designer
- 3D Modeling
- UV Mapping
- \cdot Texture Creation

Soft Skills

- Adaptability
- Teamwork
- \cdot Communication oriented
- Detail oriented

Projects

Alchemy Crafting Prototype January 2023 - March 2023

- Programmer
- Designer

Stargazers

March 2022 - June 2022

- Gameplay Programmer
- QA Tester

Lake Salem

January 2022 - June 2022

- \cdot Tech Lead for the project
- \cdot Lead Programmer on the project
- Perforce Manager for the project
- Gameplay Designer
- \cdot Managed and directed the team's external talent