Triton J. Adamski

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EDUCATION

Rochester Institute of Technology, Rochester, New York — Graduated May 2022

Bachelor of Science/Master of Science, Game Design and Development — GPA: 4.0

SKILLS

Programming Languages: C#, C++, HTML, CSS, JavaScript, SQL, Visual Basic, Java

Game Engines: Unreal Engine 4, Unity, MonoGame

Development Tools: Visual Studio, Brackets, GitHub, Perforce

Design Tools: Adobe Photoshop, Autodesk Maya

Other Tools: Trello, Jira

Interpersonal Skills: Leadership, Communication, Teamwork

Other Skills: Problem Solving, Organization

PROJECTS

Nocturnum — August 2021—May 2022

- Led a team of 5 to develop a third-person shooter using Unreal Engine and C++ that tasks the player with fighting shadowy enemies and exploring an environment that changes each time the game starts.
- Implemented the game's UI, player character, and player upgrades.
- Added improvements and bug fixes for the game's weapons, enemies, and floor randomization.
- Coordinated the team's tasks and responsibilities to ensure everything was completed on time.

Mispel — January 2022—May 2022

- Collaborated on a team of four to work on a 2D action platformer that tasks the player with using directional attacks to fight enemies and uncover the truth behind what they really are.
- Joined an existing project and familiarized myself with their codebase.
- Updated the game's dialogue system to be more expandable and wrote the game's dialogue.
- Implemented bug fixes and updates to the game's UI, checkpoint system, and character physics.

WORK EXPERIENCE

Monsees Group — May 2021—Present

Software Developer — Rochester, NY

- Worked on the company's internal intranet site to implement new features and fix bugs in their existing codebase.
- Projects included creating a calculator to help machinists determine optimal speeds for specific operations, improving their materials ordering system and porting it from Visual Basic to C#, and adding better functionality to better keep track of inventory and day-to-day operations.
- Updated the codebase to be more efficient and standardized.

RS Automation — May 2020—July 2020

Software Developer — Albion, NY

- Developed a desktop application using C++ and Visual Basic to allow users to transfer data between programmable logic controllers and an Excel spreadsheet.
- Designed an interface that reads and writes data to devices in a vacuum distillation system.
- Wrote a program to automatically turn devices off when extreme values are recorded by sensors.