

# Jesse Adams — Gameplay & UI Systems Programmer

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Portfolio: [https://jesseadams313.github.io/JesseAdams\\_Portfolio/](https://jesseadams313.github.io/JesseAdams_Portfolio/)

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## Professional Summary

Gameplay and UI systems programmer specializing in Unreal Engine 5 and Unity. Experienced in state-driven architecture, player feedback systems, and scalable UI design. Strong focus on clean code, deterministic gameplay, and readable player experiences.

## Technical Skills

Languages: C++, C#

Engines: Unreal Engine 5, Unity

Gameplay: State Machines, Player Controllers, AI Behavior, Scoring Systems

UI/UX: UMG, HUD Design, Player Feedback, Menu Flow

Tools: Git, Perforce, Jira, Trello, Miro, Blender, Aseprite

## Selected Projects (Playable)

SkiFree '26 — Solo Developer

Classic SkiFree remake focused on deterministic movement, escalating difficulty, enemy pressure systems, and hand-crafted pixel art.

Play: <https://echodevgames.itch.io/skiifree26>

Lucid Lens — UI & Gameplay Systems

Mask-based gameplay states with centralized state management and reactive UI systems.

Play: <https://isekai-studios.itch.io/lucidlense>

May All Your Bacon Burn — Capstone Project

UI/UX programmer and gameplay systems developer. Implemented menus, HUD, save/load, and player feedback loops.

Play: <https://isekai-studios.itch.io/may-all-your-bacon-burn>

RogueLike2D — Unity

Turn-based roguelike featuring procedural generation, deterministic AI, and resource-driven survival systems.

Play: <https://play.unity.com/en/games/9fcb9378-256b-433b-8112-f12e2410ee41/roguelike-tutorial-upload>

## Experience

UI / UX Programmer & Gameplay Systems Developer — Isekai Studios (Capstone Project)

Designed and implemented menus, HUDs, and interactive UI systems.

Built gameplay mechanics, pickups, triggers, and save/load systems in Unreal Engine 5 (C++).

Collaborated using Perforce source control in a team environment.

## **Education**

Bachelor of Science in Game Development — Full Sail University (Oct 2025)

Relevant Coursework: Game Architecture, AI, Systems Programming, UI/UX Design