

# Jesse Adams

Programmer

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

## PROFESSIONAL SUMMARY

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Programmer and UI/UX designer skilled in Unreal Engine 5, Unity3D, and C++/C# with hands-on experience developing player interfaces, gameplay mechanics, and character systems. Adept at collaborating across art and design teams to deliver polished, player-focused experiences. Seeking to contribute to a game development studio with a focus on UI/UX and gameplay systems.

## SKILLS

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|----------------------------------------|---------------------------|-------------------------|
| • <b><u>Programming Languages:</u></b> | • C#                      | • C++                   |
| • <b><u>Game Engines:</u></b>          | • Unreal Engine           | • Unity3D               |
| • <b><u>UI/UX Design:</u></b>          | • Gameplay / Menus        | • HUD / Player Feedback |
| • <b><u>Tools &amp; Software:</u></b>  | • Perforce Source Control | • Blender               |
| • GIMP                                 | • Photoshop               | • GitHub                |
| • Word                                 | • Excel                   | • Trello                |
| • Jira                                 | • Miro                    |                         |

## EXPERIENCE

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### UI / UX Programmer and Designer

July 2025 - Present

Isekai Studios (Capstone Project), Full Sail University

- Designed and implemented menus, HUDs, and interactive tooltips to support seamless gameplay.
- Programmed character movement systems, pickups, triggers, and save/load functionality in Unreal Engine 5 (C++).
- Collaborated with team members to integrate assets using Perforce and maintain project stability.
- Academic Projects:
- Artificial Intelligence: Implemented pathfinding, decision trees, and state machines for NPC behaviors.
- Game Architecture & Systems Programming: Built modular gameplay frameworks, memory management systems, and optimized performance for large-scale projects.
- Team Projects: Completed multiple project & portfolio courses, applying Agile methodologies to deliver playable prototypes and polished gameplay features.

## EDUCATION

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### Bachelor of Science in Game Development (B.S.)

October 2025

Full Sail University, Winter Park FL

- Relevant Coursework:
- Core Programming: Data Structures & Algorithms, Systems Programming, Software Engineering, Operating Systems, Computer Networks, Computer Graphics, AI, Game Architecture.
- Math & Logic: Calculus, Probability, Discrete Mathematics, Linear Algebra, Digital Logic.
- UI/UX & Design: Applied Human-Computer Interaction, Psychology of Play, Historical Archetypes & Mythology, Creative Presentation.
- Capstone Project: May All Your Bacon Burn — Served as UI/UX Programmer & Gameplay Systems Developer, creating interactive menus, HUD, pickups, save/load systems, and player feedback loops.