

JESSE ADAMS

Gameplay Programmer | Unity Developer | Systems Engineer

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Portfolio: https://echodevgames.github.io/JesseAdams_Portfolio/

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Games: <https://echodevgames.itch.io/> • <https://isekai-studios.itch.io/>

PROFESSIONAL SUMMARY

Unity gameplay programmer focused on building scalable gameplay architecture rather than isolated features. Experienced designing reusable AI, combat systems, player controllers, NPC interactions, animation event pipelines, procedural generation, Scriptable Object driven workflows, save/load systems, camera systems, and responsive UI. Comfortable leading gameplay development from prototype through polish in both solo and collaborative environments. Additional experience with Unreal Engine 5 (C++), Perforce, Git, and multidisciplinary development teams.

CORE COMPETENCIES

- Gameplay Systems Architecture
- Unity (C#)
- AI & NPC Behaviors
- Combat & Player Controllers
- Scriptable Objects & Data-Driven Design
- Animation Systems & Event Pipelines
- Procedural Generation
- UI/HUD Systems
- Save/Load & Game Flow
- Unreal Engine 5 (C++)

TECHNICAL SKILLS

Languages: C#, C++, Blueprint

Engines: Unity, Unreal Engine 5

Architecture: Object-Oriented Programming, Component-Based Design, State Machines, Event-Driven Programming, Scriptable Objects

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

FEATURED PROJECTS

Don't Get Vince'd | Lead Gameplay Programmer

- Architecting a modular 2.5D beat 'em up in Unity. Designed reusable enemy AI, combat framework, boss encounters, dialogue systems, animation event pipeline, camera systems, save systems, UI, and Scriptable Object based architecture with a focus on extensibility.

The Verdant Paths | Solo Developer

- Built a procedurally generated roguelike showcasing deterministic generation, mathematical algorithms, AI behaviors, inventory systems, and reusable gameplay code.

SkiiFree '26 | Solo Developer

- Modern remake featuring deterministic movement, handcrafted pixel art, escalating enemy systems, and responsive gameplay.

Lucid Lens | Gameplay & UI Programmer

- Implemented gameplay state management and reactive UI for a Global Game Jam project.

May All Your Bacon Burn | Gameplay Systems Programmer

- Developed gameplay mechanics, HUDs, menus, save/load, player feedback systems, and collaborated in a Perforce workflow.

PROFESSIONAL EXPERIENCE

Gameplay Systems Programmer | Isekai Studios

- Implemented gameplay systems and player interactions in Unreal Engine 5 using C++.
- Developed gameplay mechanics, menus, HUDs, save/load systems, pickups, triggers, and player feedback features.
- Collaborated with designers, artists, and programmers using Perforce.
- Delivered gameplay features from prototype through final polish.

EDUCATION

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