

Jonathan Adams

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3275 Fairfax Ave. Palm Bay, FL 32905

Game Designer

Professional Summary

Highly trained and accomplished developer with a natural talent for creative design. Adaptive problem solver with a strong foundation in conventional design principles. Seeks an opportunity for continual career growth and rich skill development. Professional Portfolio available at www.DevJonAdams.com.

Professional Experience

2014 - Present **Systems, Integration, and Test Engineer II**, *Harris Corporation*

Automated Testing Subject Matter Expert on the GOES-R NOAA Weather Satellite Ground Control System. Designed the Automated Software Regression Testing Suite, and performed final system acceptance testing. Developed the Mission Management log-tracking ELK Stack. Automated 90% of Manual Test Cases, and developed the Automated Test IDE deployment package for RHEL SatServ Workstation Imaging.

Skills Utilized:

- Python (Jython)
- Java
- Bash/C-Shell
- Regex
- SQL
- Sikuli
- Selenium
- Splunk
- ELK Stack
- ClearCase SCM
- Zephyr
- Linux RHEL 6.0+
- Windows 10

2012 – 2013 **Technical Service Representative**, *Peake Healthcare, LLC.*

Maintained the Peake Customer Support Web Portal and developed the software user manual documentation website. Performed on-site troubleshooting and support for primary clients and users.

Skills Utilized:

- HTML/CSS
- JavaScript
- Bash/PuTTY
- Dreamweaver
- Photoshop
- Apache SVN
- Linux RHEL 5.0
- Mac OSX

2011 – 2012 **Web Developer**, *Adcieo, LLC.*

Developed websites and SAS applications for Non-Profit organizations in Baltimore-DC Metro Area. Performed testing and quality control for In-House software applications. Provided technical support to customers and worked directly with clients to design websites.

Skills Utilized:

- HTML/CSS
- JavaScript
- C#/.Net
- Flash/ActionScript
- SQL/MySQL
- Blackbaud WAF
- Tortoise SVN
- Photoshop
- Dreamweaver
- Illustrator
- Windows XP/7
- Windows Server

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Projects

2015 - Present **Project Lead**, *Skyrim Overhaul Mod: Baldur's Gate*
Developed and maintained all software documentation. Communicated design themes to team members as the Lead Level and Quest Designer. Subject Matter Expert for the TESV Creation Kit. Performed code development in Papyrus.
Skills Utilized:

- Papyrus
- Windows Batch
- TESV CreationKit
- GitHub/Atlassian
- Windows 10

2016 – Present **Systems Development Lead**, *PegLeg Pirates Capstone Project*
Lead a small team to develop an FPS-multiplayer game for a University Capstone Project. Designed the game software documentation, and managed collaborative document organization. Developed software game and GUI core code, and performed debugging for peers.
Skills Utilized:

- C#
- JavaScript
- Unity3D
- GitHub/Atlassian
- Windows 10
- Mac OSX
- Ubuntu 12

Education

2015 - Present **B.S. Computer Science**, *Florida State University*
Distance Learning Program, Tallahassee, FL.
(Expected: 2018)
Coursework: Programming I, Introduction to Unix, Software Engineering I & II, Object-Oriented Programming, Computer Organization, Game Design I, Game AI Programming, Software Design I, Introduction to Java, Introduction to Database Management Systems, Advanced Database Management Systems.

2006 - 2008 **B.A. Psychology**, *Cum Laude, University of Florida*
Gainesville, FL.
Coursework: Introduction to Programming, Introduction to C++, Advanced C++, 3D Animation.