

Adam De Broeck

adam.blacklarkgames.net | [LinkedIn](#)

Location: Redmond, WA, USA

Email: debroechi@gmail.com | Mobile: 360-244-9114

GAMEPLAY AND GRAPHICS PROGRAMMER

I am a programmer with over 10 years of computer science experience across many languages included **C/C++, C# and Java** with a focus in graphics, engine design and gameplay programming.

EDUCATION

DigiPen Institute of Technology

Bachelor of Science in Computer Science and Game Design
Valedictorian – 3.97

Sept 2020 – Jul 2023

Redmond, WA, USA

Clark Community College

Associate of Arts
Honors

Sept 2014 – Jun 2015, Sept 2019 – Mar 2020

Vancouver, WA, USA

Pacific Lutheran University

(Transferred)

Aug 2015 – May 2016

Tacoma, WA, USA

ACADEMIC PROJECTS

Gutter Ball

Technical Director

Unreal, C++, Git (LFS), Wwise

- Wrote item stat and effect implementations using **Unreal DataTables**
- Handled interoperability between **C++ code and blueprints** using Unreal's built in reflection properties
- Managed **gitlab repository and issue tracking** as well as **git LFS** setup / maintenance for all team members

Lost in Transit

Tech Lead

C++, JSON, Git, SVN, OpenGL, GLFW, FMOD

- Designed a custom engine framework using **Null Object Model and Entity Component System**
- Wrote implementation for the game's graphics pipeline using **OpenGL**

Asynchronous Reprojection

Unity, C#, C++, Direct3D, OpenGL, GLFW

- Designed a multi-app graphics pipeline using **shared application memory between Direct3D and OpenGL**

Procedural Texture Generation

C++, ImGui, OpenGL, GLFW

- Built a queue based image editing tool using **C++, ImGui, and OpenGL** as a means of **generating parameterized procedural textures** at program load time

EXPERIENCE

IT Analyst

Oak Harbor Freight Lines

Nov 2017 – Nov 2018

Auburn, WA, USA

- Managed **imaging and remote deployment** of computers to terminals in an **Active Directory** based network
- Built computer systems and maintained **asset management** via custom software tools written with **Java and C#**

Independent Game Developer

PlayStation Mobile Platform – Self Employed

Apr 2014 – Apr 2015

- Developed small games for Sony's indie development program, PlayStation Mobile, using **C#**

TECHNICAL SKILLS

Languages : C/C++, C#, Java, Lua, GLSL

Libraries : OpenGL, GLFW, FMOD, GLM, ImGui

Game Engines : Unreal, Unity, Godot, Custom

Dev Tools : Git, Gitlab, Git LFS, SVN, JetBrains IDEs, Visual Studios