Jody McAdams – Game Programmer

jodymcadams@gmail.com
http://www.jodymcadams.com
http://www.linkedin.com/pub/jody-mcadams/1b/888/29

9 years of academic and professional game programming experience. I received my bachelor's degree in Real-Time Interactive Simulation (computer science) from DigiPen Institute of Technology in April, 2008. Most recently, I worked on Boom Boom Hamster Golf (Unity 3D) which is currently featured in the iOS App Store under sports and action. Prior to this I have worked on and shipped various mobile and console games. I completed 6 team and solo game projects during my study at DigiPen. I am fairly artistic and can use/learn a variety of tools easily. My goal is simply to make the best games possible.

Lead Programmer, Hammercat Studios – (October 2012 to present)
Boom Boom Hamster Golf for iOS/Android (Unity3D) rel. July. 2013
- Provided input on game design
- Assisted programmers with gameplay design/tweaking
- Assisted programmers with implementation and algorithms (such as the projected shot arc indicator)
- Created and assigned tasks to programmers and reviewed their work
- Programmed some small features of the game (such as cute jumping fish!)

SmashBots Battle Builders for iOS/Android/PC/Mac (Unity3D) rel. TBA
- Created the concept of the overall game and designed the fighting system
- Cooperated with Chief Creative Officer to design all aspects of the game
- Programmed nearly all aspects of gameplay (including fighting, effects, weapons, PODs)
- Guided the design and implementation of our resolution independent GUI system
- Assisted programmers with tool design/tweaking/math/algorithms
- Created and assigned tasks to programmers and reviewed their work

Senior Programmer, High Impact Games LLC – (March 21, 2011 to October 2012)
GOGO Fishing for iOS rel. Dec. 2011
- Wrote the engine for the game
- Enhanced the graphics by adding fog, depth blur, wiggling water, and particle effects
- Made improvements to the fishing gameplay

Super Ninja for iOS rel. Nov. 2011
- Sole programmer of the game and engine
- Parts implemented include: graphics engine, shaders, math library, tool for converting a 3D model in OBJ format to a header file that can be included in the game

Dreamworks Superstar Kartz - Kart racing game for PS3/360/WII/3DS (rel. Nov. 2011)
- Had creative input on all aspects of gameplay worked on during the game
- Implemented many parts of the game including:
- character special moves, kart racing AI, placement detection, lap counting
- the useable items in the game and creatures that pop up along the tracks
- flight physics involving flapping wings (later removed because game changed)
- flocking algorithm with real-time adjustable parameters
- features for Maya and build tools to allow placement and export of branching PathNodes

Game Programmer, F9E Double Helix Team – (June 4, 2010 to March 18, 2011)
Green Lantern: Rise of the Manhunters – Platformer/Brawler (Rel. June 2011 PS3/360)
- Implemented a system for destructible objects
- Implemented a system for detecting when objects were inside various types of 3D volumes
- Implemented cutscenes, cameras, and some gameplay in multiple levels

Unannounced Prototype (TBA for Xbox 360)
- Updated old non-functioning systems to function again
- Rewrote a tool from scratch that had no source code and added new features

Gameplay Programmer, High Impact Games LLC – (May 1, 2008 to 2010)
Jak and Daxter: The Lost Frontier – Platformer/Flight Combat game (Rel. Nov. 2009 PSP/PS2)
- Was responsible for multiple platforming levels in the game
- Implemented rope physics which used time-corrected Verlet integration
- Implemented cutscenes, cameras, enemies, effects, and most of or all gameplay in multiple levels

Unannounced Platforming Game (unreleased. 2009 for XBOX 360)
- Implemented shaders and effects used in the game
- Implemented enemies and objects in the game

Home Projects
- Created my own cross-platform game engine (iOS/PC/Mac)
- Created a prototype for a game called Crow-Regime using my engine (see on YouTube)
- Created a new and improved method of doing virtual controls in mobile games
- Created and programmed a 4-legged walking Arduino robot of my own design
- Created several apps in the iOS App Store such as iResize (utility) and IceCubes Special Edition (game)

Platforms:
PS3, 360, PSP, WII, 3DS, Windows, Mac OSX, iOS, Android

Specialties:
Gameplay, AI, and Graphics programming as well as non-programming tasks such as Programmer Management and Game Design

Languages:
ASM, C, C++, Objective-C, C#, Java, JavaScript, Lua, Python

Software:
Microsoft Visual Studio, Xcode, Eclipse, Mono Develop, Unity3D, SVN, Git, Mercurial, Perforce, Photoshop, Illustrator, 3D Studio Max, Maya, Blender