

JOHN ADLER

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A motivated and passionate developer with strong communication, programming, and creative skills.

EDUCATION

Rhodes College Memphis, Tennessee May 2021

- Major in Computer Science, Bachelor of Science
- Cumulative Major GPA: 3.6/4.0
- Related Coursework: Graphics and VR, Operating Systems, Software Engineering, Bioinformatics, Advanced Algorithms, AB Calculus, Logic, Statistics

HONORS & AWARDS

- Presidential Scholarship – Fall 2017
- Honor Roll – Spring 2019
- Cum Laude – Spring 2021

KEY SKILLS

- Programming languages – proficient in C#, C++, Vanilla JS, HTML5, CSS
- Substantial experience with the Unity editor, asset store, and Unity C# scripting
- Have additional experience with Maya, Adobe, Microsoft Excel, RPG Maker VX Ace, GameMaker Studio 2
- The ability to work and communicate well with a team
- Enthusiastic, organized, self-motivated, and always eager to learn

WORK EXPERIENCE

Lower School Private Tutor New Orleans, Louisiana

Fall 2021 – Spring 2023

- Taught a lower school student after school in English, Math, Science, Reading, Writing, and History
- Fostered a calm and comfortable environment for learning while making sure the student would stay focused and think through problems

Lookout Mountain Camp for Boys, Camp Counselor Mentone, Alabama

Summer 2015-2021

- Lived with a cabin of campers ages 7-16 and was responsible for their upkeep
- Directed and instructed campers at the camp riflery range, teaching campers proper gun safety and range etiquette while maintaining a safe and structured environment

Mid-South Chess, Chess Coach Memphis, Tennessee

Fall 2019 - Spring 2020

- Traveled to elementary schools around the Memphis area to teach students chess, from beginners to experienced players
- Constructed a relaxed but focused environment for students to enjoy learning and playing

PROJECTS

Rhodes College Campus VR Tour - Unity

- Lead a team in constructing a VR tour of Rhodes College campus using a 360-degree camera and Unity's XR Interaction Toolkit

VR Horror Beta - Unity

- Developed one level of a VR horror game where the player uses a flashlight to find and collect teddy bears while avoiding a monster

FIGHT! JS - JavaScript, HTML5, CSS

- Created a local 2-player in-browser fighting game with two selectable fighters

Starship Uprising - Unity

- Developed a 2D shoot-em-up game where the player's ship takes on hordes of enemy ships in space, containing 12 enemy types, three unique powerups, over 25 levels, and an endless mode

Conquer the Cave - Unity

- Designed a simple 2D platformer game; features include 24 unique levels, variable player jump, animation, collectable coins and extra lives, and a game timer that tracks overall and level times

Boards with Bombs - Unity

- Recreated three classic 1v1 board games (tic-tac-toe, connect-4, and hangman) with a unique bomb feature that lets players blow up game pieces; developed in Unity's UI Canvas system

Quiz Master - Unity

- Designed a multiple-choice quiz game using Unity's UI Canvas system including three different quizzes, a scoring system, and changeable background music