

# ADAM BETZ

---

1428A Fort St, Victoria, BC V8S 1Z1

Phone: 1 250 668 3208

Email: ajrbetz@gmail.com

LinkedIn: <https://www.linkedin.com/in/adambetz123>

Portfolio: <https://adambetz.github.io>

## SUMMARY

As an experienced game developer with a strong background in Unity and a successful Steam release, I am skilled in programming and design. My experience as an Android developer in a small team has taught me how to work collaboratively and efficiently to develop and deliver complex products. I am passionate about creating high-quality, engaging games.

## KEY TECHNICAL SKILLS

- Proficient in programming languages including C#, Kotlin, C++, and NodeJS;
- Deep knowledge of the Unity Editor, Scriptable Objects, and Prefabs;
- Strong understanding of C# in the context of Unity and its scripting API;
- Can design, implement, and test complex systems;
- Ability to collaborate and communicate effectively in teams.

## WORK EXPERIENCE

**Back End Web Developer** – Latte (Ergonomyx) January 2023 – Present

- Developed multiple API endpoints with Nodejs using Firebase Cloud Functions, Firestore, and Firebase Auth;
- Integrated Google Calendar API to create calendar events from the Server.

**Full Stack Android Developer** – Ergonomyx January 2021 – January 2023

- Contributed to the development of the Ergonomyx App by fixing bugs, optimizing code, and integrating new features written in Kotlin using Android Studio;
- Improved app structure by implementing Model-View-View-Model (MVVM) architecture over existing codebase;
- Designed app features with a focus on great user experience.

**Dispatch Manager** – NAPA Auto Parts April – September 2019

- Maintained a dynamic delivery schedule for a high degree of on-time deliveries;
- Led and motivated a team of drivers to complete tasks successfully and on time.

**Student Operator** – Scholars Edge Painting April – September 2018

- Ran a successful painting company over the summer with a gross revenue of \$45000 by satisfying clients through friendly communication and professional service;
- Hired and kept the same team of painters all summer by managing with professional leadership and fair treatment.

**Inventory Manager** – NAPA Auto Parts January 2016 – April 2018

- Kept inventory well-balanced and organized with a keen eye for detail;
- Worked and managed tasks independently and proactively.

## EDUCATION

Bachelor of Science, **Computer Science**  
*Vancouver Island University, Nanaimo BC*

April 2021

- Relevant courses include: Foundations of Game Design, Introduction to Game Studies, Public Speaking, Software Engineering, Database Systems, Computer Networking, and Human-Computer Interactions.

## PROJECTS AND ACHIEVEMENTS

**Camplandia** – Solo Unity Project in development

- Designed and implemented a 2D building system in C# based on a grid system;
- Implemented Goal Orientated Action Planning;
- Utilized delegates, events, and namespaces to keep code modular.

**Pitchfork Kingdom** – Unity Project, Released on Steam in September 2022

- Used project management tools and design documents to plan and monitor tasks and estimate the length of the project;
- Communicated efficiently with artists;
- Utilized Scriptable Objects, editor scripting, prefab variants, and serialization to efficiently construct levels in the unity editor.

**Space Guy 3** – University Team Project

- Completed 2D space game, built in Unity, with 3 other students;
- Designed and implemented the procedural level system with fully customizable attributes such as the map size and number of planets;
- Assisted in designing planet behavior and programming the planet interaction system.

**Tokyo Thief** – University Class Project

- Took the role of Producer to manage a schedule for the development of the game;
- Motivated a class of 25 students to meet deadlines and ensure a successful launch;
- Led team meetings and presentations to maintain a unified vision for the project.

## VOLUNTEER

**Instructor** – Coding Club

October – November 2019

- Helped teach children, from grades 7 to 9, how to code using fun examples and projects.

**Captain** – 7Aside Soccer

September 2019 – March 2023

- Collected payments and organized schedules for the team.

## HOBBIES AND INTERESTS

- Playing and developing video games;
- Playing guitar and writing music;
- Staying fit and healthy.