

Kane Adams

Hertfordshire, HP4 | <https://www.linkedin.com/in/kane-adams/> | <https://kaneadams-dev.github.io> | <https://github.com/KaneAdams-Dev>

Summary

A Programmer with specializing in C# and Unity, leading multiple game development projects, including a Steam demo with 400+ wishlists. Skilled in GitHub management, cross-functional team leadership, and mentoring over 100 students.

Experience

Septagram Games LTD

October 2022 – Present

Lead Programmer

Remote

- Led a multi-disciplinary team of up to 10 developers across two projects, overseeing AI systems, gameplay systems, procedural content and QA testing to drive productivity and quality.
- Managed GitHub repositories, ensuring version control, branch management, and resolving merge conflicts to maintain project integrity.
- Presented at 4 public exhibitions and launched a Steam demo with 260+ users and over 400 Wishlists.
- Prototyped game “Mobberville” in 8 weeks, focusing on player systems, UI/UX implementation, and core gameplay loops in Unreal Engine 5.

Code Ninjas

September 2021 – June 2023

Code Sensei Club Tutor

Cheltenham

- Taught over 100 students (ages 7-15) focusing on Microsoft MakeCode Arcade, JavaScript, and Roblox Lua programming.
- Mentored advanced students in Unity and C# game development.
- Conducted testing, debugging, and student progress assessments.
- Led holiday camps covering diverse topics such as game mods, robotics, and 3D printing.

Education

University of Gloucestershire, Game Technologies

November 2023

MSc Games Development

Merit

Relevant Modules: Individual Commercial Project, Collaborative Project, Extended Collaborative Projects, Procedural Content Generation, Machine Learning and Data Analytics

University of Gloucestershire, Game Technologies

November 2022

BSc (Hons) Computer Games Programming

2:1

Relevant Modules: Advanced Group Project, Independent Research Project, Advanced AI Algorithms, High-Level Programming Architecture, Experimental Games

Skills

Programming Languages: C#, C++, Python, JavaScript, HTML, CSS, Lua, UE Blueprints (Visual Scripting), WPF

Gameplay and Systems: Player Systems, AI, Animation Integration, UI/UX, Procedural Content, Serialization (JSON/Binary)

Engines and Frameworks: Unity, Unreal Engine 5, .NET, Steamworks SDK, ML-Agents, OpenXR (VR)

Tools: Git, GitHub, Visual Studio, VSCode, Jupyter Notebooks, HacknPlan, Tensorboard, Tobii Eye-Tracking SDK

Practices: Object Oriented Programming (OOP), Debugging, Optimisation, Testing, Agile Methodologies, Documentation

Soft Skills: Problem Solving, Attention to Detail, Time Management, Teamwork, Leadership, Communication