

# Adam Testerman

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## Technical Skills

HTML	CSS	JavaScript	React	Java
C#	git	AWS	OOP	ActionScript 3.0
Adobe Photoshop	Adobe Illustrator	Adobe Animate	Unity	Starling

## Professional Experience

### **Lead Designer/Developer**

Midwinter Mages

2016 – Present

Wisconsin Rapids, WI

- Design, build rules and graphics for physical card game *Paragon: Duels of the Chosen*.
- Design, build game's website (paragonecg.com) using HTML and CSS.
- Maintain digital assets and software for developing game in virtual environment.
- Travel to conventions to promote game and conduct game development presentations.

### **Flash Developer**

Docler Media, LLC

May 2016 – October 2016

Hollywood, CA

- Use AS3 to develop and maintain the Flash UI and live-streaming components of the company's websites.
- Use Adobe Animate, Photoshop to update art assets for the company's websites.
- Participate in Agile/Scrum methodologies to help ensure proper SDLC.
- Write peer-reviewed, scalable code with proper OOP practices.

### **Application Developer**

Uniguest, Inc.

May 2013 – November 2015

Nashville, TN

- Use HTML5/JavaScript to develop and maintain one of the company's products.
- Use AS3 / Adobe AIR to develop and maintain company's products, including flagship product U-Connect.
- Use Adobe Animate and Photoshop to generate, update, and export art assets for the company's products.

## **Game Developer**

QuaverMusic.com, LLC

March 2011 – May 2013

Nashville, TN

- Design, build and maintain Flash games and applications for company's educational website.
- Use Photoshop, Illustrator, and Flash Pro to manipulate assets, as well as design and implement UIs.
- Develop and port mobile AIR applications to iOS.

## **Personal Projects**

### **Designer/Developer**

Dungeons & Dragons Character Builder

2017 – Present

Wisconsin Rapids, WI

- Design, build website for character creation in D&D, using HTML, CSS, and JavaScript (React).
- Use responsive web design techniques to ensure website is functional on many screen sizes.

### **Lead Developer**

Grand Prix Granny

April 2015

Nashville, TN

- Design, build mobile and web version of top-down arcade-style video game.
- Create mobile version with Java (libGDX) and web version with HTML5 (Phaser).
- Oversee distribution via app store.

## **Education**

**Bachelor of Applied Science (B.A.Sc.),  
Game and Interactive Media Design**

ITT Technical Institute

2005 – 2011

Nashville, TN

- 3.7 GPA