

Adrian Alberto

<https://adrian-alberto.github.io/> | Additional contact information available upon request

Education

University of Nevada, Las Vegas
B.S. in Computer Science (2015 - 2019)

Advanced Technologies Academy HS
4-Year Computer Science Program (2011 - 2015)

Skills

Languages: Lua, Python, C/C++, Java, R, PHP, HTML, CSS, JavaScript, Visual Basic, x86 Assembly
Tools & Technologies: Git, GNU/Linux, Windows
Other Applied Skills: game networking & physics, UI design, AI pathfinding, procedural generation, shaders, data analysis, web scraping

Work Experience

Fullflower Studio (January 2020 - Present)

Lead programmer, game developer

- > Procedural animation and physics
- > Datastore and other back-end systems
- > User interface design and implementation

Roblox Corporation (May 2020 - August 2020, May 2016 - August 2016)

Game Developer, Intern

- > Designed and coded a video game in Lua (all components outside of the game engine)
- > Worked closely with software and product teams to improve the Roblox game platform
- > Researched game design, marketing, and monetization strategies in similar/competing games

RedManta Studio (January 2018 - December 2018)

Game Developer

- > Programming game mechanics/features to a game with ~500 concurrent players
- > Performing QA testing and patching time-critical bugs
- > Creating/generating graphical assets and icons in correspondence with subcontractors
- > Designed secure database access procedures to defend against exploiters

Harry Reid Center for Environmental Studies (March 2016 - Present)

Research Assistant, Bioinformatician

- > Writing programs to analyze mutation data in cancer samples
- > Developing a plotting framework to satisfy need for specialized data representation
- > Designing and writing code to download and process data in parallel

Competitions & Projects

Zappos Coding Challenge

- > Placed 2nd in 2016, 4th in 2015

Risky Strats (RTS video game, 2015)

- > Played over 1,250,000 times
- > Used to launch Roblox's developer livestream

(<https://blog.roblox.com/2015/01/meet-the-mastermind-behind-risky-strats/>)

Ludum Dare 48-Hour Game Jam (4-time participant, 2013 - 2014)

- > A Happy Place: #8 in Mood category, #15 in Theme, #19 in Audio (out of 1492 entries)
- > Time and Shapes: #52 in Graphics category (out of 1436 entries)