David "Adam" Ball

Software Engineer at San Jose State University

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A persistent problem-solver with 9+ years of programming exposure. Focused on demonstrating organization and ingenuity while constantly looking for new challenges in the software engineering field. Always seeking opportunities to gain insight into the professional video game development industry.

Experience

College

- 2018 ○ Programmer and designer for college project "PolyominoSolver," an in-browser mathematical tool coded in JavaScript, used for solving polyomino fitting problems
- 2017 ○ Began hosting a professional personal site "5040.us" using WordPress
  - ○ Frontend programmer for "pawb.in," an in-browser game focusing on virtual creature collection

High School

- 2016 ○ Began hosting a personal site "revolv.fr" for experimenting with web design and JavaScript programming
  - ○ Created and completed a personal Computer Science curriculum for senior year, developed a rigid-body physics engine in Java from scratch
- 2015 ○ Participated in the 24 hour CodeDay game jam and worked on a Dungeons and Dragons organizational tool in Java

Middle School

- 2012 ○ Programmed a basic platformer in C using the SDL library
- 2011 ○ Completed a week long C++ class at the iD Tech Camp hosted on Stanford University campus
- 2010 ○ Programmed a simple player movement system in Python using the wxPython toolkit
  - ○ Switched to using Pygame modules for short term Python projects

Skills

Soft Skills

- ○ Enthusiasm
- ○ Problem Solving / Analytical
- ○ Organization / Time Management
- ○ Communication
- ○ Teamwork

Hard Skills

- ○ Java
- ○ JavaScript, HTML, CSS
- ○ C#
- ○ Google Docs (Docs, Sheets, Slides, etc.)
- ○ Adobe Products (Photoshop, Illustrator, etc.)
- ○ Microsoft Products (Word, Excel, PowerPoint, etc.)