Reuben Brenner-Adams

reubenbrenneradams@gmail.com

reubenbrenneradams.com

Skills

- **Relevant Areas of Expertise:** C#; Unity; Game Development.
- **Programming and Markup Languages:** C++; C#; CSS; HTML; Java; JavaScript; JSON; Python; XML.
- **Engines and Tools:** Git; Confluence; JIRA; OpenGL; Node.js; Unity; Unreal Engine.
- **Software:** Adobe Audition, Photoshop, Premiere; Audacity; FileZilla; GitHub; Perforce; SourceTree.

Selected Work Experience

Originator, Inc., Remote　　　　　**Game Engineer**　　　　　**December 2021 – Present**
Contributing to the launch of PAW Patrol Academy and supporting the ongoing development of other titles.

Smithsonian Institution, Washington, DC　　**Interactive Developer**　　**May 2018 – November 2021**
Creating games and digital media for use in Smithsonian Science Education Center curriculum and beyond.

Dig-It! Games, Bethesda, MD　　　　　**Junior Developer**　　　　　**June 2017 – April 2018**
Programmer, game designer, and audio for educational and commercial Unity games projects.

Selected Shipped Titles

PAW Patrol Academy　　　　　**Game Developer**　　　　　**September 2023**
Developer: Originator, Inc. *Platform:* iOS, Android.
Award-winning preschool learning app for one of the biggest franchises. Worked on launch and beyond.

MathTango　　　　　**Game Developer**　　　　　**February 2022**
Developer: Originator, Inc. *Platform:* iOS.
Originally published in 2017, math-based learning app for ages 5-10 and beyond. Worked on various releases.

Endless Learning Academy　　　　　**Game Developer**　　　　　**February 2022**
Developer: Originator, Inc. *Platform:* iOS.
Originally published in 2015, multi-subject learning app for ages 3-7 and beyond. Worked on various releases.

Pick Your Plate! A Global Guide to Nutrition　　**Game Developer**　　**November 2019**
Developer: Smithsonian Science Education Center. *Platforms:* iOS, Android, web.
Mobile game for learning about local cuisine and nutritional standards in countries around the world.

Tami's Tower: Let's Think About Engineering　　**Game Developer**　　**December 2018**
Developer: Smithsonian Science Education Center. *Platforms:* iOS, Android, web.
Engineering design game about the relationship between simple shapes and their physical functions.

Education

Rochester Institute of Technology, Rochester, NY　　　　　**August 2012 – May 2017**

- Combined Bachelor/Master of Science, Game Design & Development; minor, mathematics
- GPAs of 3.95 (undergraduate) and 4.00 (graduate)
- Outstanding Undergraduate Scholar Award, 2016
- Excellence in Student Life Award, 2017

Authorized to work in the European Union and the United States.