

Adam J.W. Rehberg

Technical Designer, Gameplay Programmer

ajwrehberg@gmail.com

www.adamrehberg.com

www.linkedin.com/in/ajwrehberg/

Skills

- Blueprints, C++, C#
- Rapid Prototyping
- Code Optimization
- System Design
- Simple AI
- Level Design

Tech

- Unreal Engine 4, Unity 5
- Microsoft Visual Studio
- Team Foundation Server (TFS), Git, GitHub
- Adobe Photoshop
- Autodesk Maya
- Slack
- Microsoft Office

Experience

Perilous Orbit – VR Game Developer/Designer

Perilous Orbit is a VR/AR-Centric Interactive Design and Development Studio.

❖ Social Club VR : Casino Nights - Unreal Engine 4 Jun 21, 2018

Enter into a high-class Casino, where you can play your favorite casino table games, like Blackjack, Texas Hold'em Poker and Roulette.

- Recreated complex casino games with various rule sets to provide multiple game modes.
- Designed simple AI that could play the casino games on their own or with other players.
- Designed and created an expandable user interface that was used across the entire game.
- Co-implemented PlayFab integration to securely store player data and track player engagement.

❖ SportsBar VR - Unreal Engine 4 Dec 4, 2016

Featuring an awesome set of bar games and incredible pool simulation SportsBar VR provides one of the most immersive single player, and social multiplayer experiences in VR.

- Implemented critical systems to expand the game onto Oculus Home with Oculus Touch.
- Improved upon existing game features to create a more user-friendly environment for players.
- Designed and created new content to give players a more immersive experience.

❖ VR Prototypes - Unreal Engine 4

Always looking forward to create new immersive VR experiences, prototypes are key to determining which direction to head in order to achieve that goal.

- Created a custom Locomotion system that lets players navigate large worlds using two different methods.
- Quickly designed and implemented systems that allow for easy expansion and content creation.
- Implemented branching code paths so that prototypes could be run on a variety of devices with different hardware limitations and still provide engaging gameplay.

Solo Projects

❖ Minigame Game - Unity 5 1/16 – 5/16

Minigame Game is couch play multiplayer competition game that lets players compete in a variety of competitions to test their skill against their friends.

- Created a functional tournament system that allows for rapid development and iteration of Minigames.
- Focused on competition, multiplayer interaction, and replay value.
- Designed unique player controllers for each minigame, allowing players to compete in a variety of ways.

Education

❖ Digipen Institute of Technology 2012 - 2016

- Bachelor of Science in Computer Science and Game Design (BSCSGD).