

Adam Morrell Game Developer

I've been developing and designing games for the past few years with a varied background in IT and Video Production

You can find me at <https://www.youtube.com/techdive>
Email: techdiveproductions@gmail.com

Education:

2011 Associates in Video Production Technology
Further Schooling in History and Philosophy
Comptia A+ and Net+ Certified

I'm strongest with the Unreal Engine, but I am familiar with Unity and proficient in C#.

Game Project Examples: Available to play on <https://spacedodo88.itch.io/>

That Friend's Backyard VR (launching soon)

<https://youtu.be/-76brKUSvig>

Pac(K) Man VR (a free fun VR experiment)

<https://youtu.be/kJsEIIIK8h8>

Batting Practice VR

https://youtu.be/5uMT8S_1QW8

Joined In Murder (48 hour development time for the GMTK 2021 Gam Jam)

<https://youtu.be/yVrdcDKOgGE>

Non Game Developer Examples:

Alexa Skill "Vegas Pro Assistant" - <https://amzn.to/2UKESnx>

VEGAS Pro api scripting (Example Video) - <https://youtu.be/-SxXRhDA89E>

Other Relevant Experiences

6 Successful years in IT as a computer and network technician (A+ and Net+ Certified)

Video Editing Instructor Featured by VEGAS Creative Software

[youtube.com/techdiveavclub](https://www.youtube.com/techdiveavclub)

(Featured here - <https://bit.ly/3x1hWPpa>)

About me facts: I love to learn new things! I love wearing lots of hats (metaphorically). I work well in groups!