Adrian Mester

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Education	**Carnegie Mellon University**, Pittsburgh, PA **May 2021** Bachelor in Computer Science and Music Technology; QPA: 3.5/4.0
Relevant Coursework	Concepts of Mathematics; Principles of Imperative Computation; Principles of Functional Programming; Great Theoretical Ideas in Computer Science; Parallel and Sequential Data Structures and Algorithms; Introduction to Computer Systems; Game Design, Prototyping, and Production; Designing Human Centered Software
Skills	**Software:** Unity (Intermediate); Ableton Live (Intermediate); Max/MSP (Intermediate); Spine (Basic); Unreal (Basic) **Languages:** C/C# (Intermediate); SML (Intermediate); Python (Basic)

Projects

Channel | Producer, Game Design, Music/Sound Design, CMU   **Fall 2019**
- Managed a small team to keep a production schedule and finish our product on time.
- Composed music for both games, capturing different genres in each soundtrack.
- Programmed a system for artists to manipulate and manage in-game art assets.
- Programmed a layering system to create a 2.5D environment.

Bunyan Bonker | Music Production, Game Design, CMU   **Jan 2019**
Video game produced in Unity at Pittsburgh's Global Game Jam with CMU students.
- Produced two music tracks for both the main menu and main game to complement the cartoon style.

Construction Derby | Music Production, Game Design, Programming, CMU   **Jan 2020**
Video game produced in Unity at Pittsburgh's Global Game Jam with GCS members.
- Moderated the design sessions with team members, organizing discussion to focus on feasibility of our product within the given time frame.
- Programmed a sound manager to allow easy implementation of sounds by other members.

The Medium: A Slay the Spire Mod | Game Design, CMU   **Fall 2018**
A full playable character designed for the card game: Slay the Spire.
- Crafted a character identity to base our card designs around.
- Designed 100+ cards to capture a character that shifted forms.

Enter the Arena | Lead Producer, Programmer, CMU   **Fall 2018**
- Managed a team of students with mixed skill sets to produce a game in Unity within a single semester.
- Implemented a sound manager to control and play sound files inside the game.
- Lead design on game features and user experience.

Backside Breakout | Game Design, UX
- Created a game with a team of students at PIGDA's annual board game jam.
- Designed a currency system to make players feel more immersed in the prison setting.
- Fabricated false cigarettes to help players visualize monetary relevance and amounts present.

Research

Infant Learning and Language Lab | Research Assistant , CMU   **Jan 2019-Pres**
Individual Differences in the Development of Cognition from Infancy through Childhood
Advisor: Dr. Erik Thiessen
- Designed and programmed games which replicate Stroop tasks that test inhibitory control.
- Edit and manage gameplay data to produce results used in research analysis.
- Recreated Stroop task with built-in data-saving to increase productivity during data analysis.

Activities

Game Creation Society Treasurer, Carnegie Mellon University   **Fall 2017-Pres**
StuCo Executive Board Student Administrator, Carnegie Mellon University   **Fall 2018-Pres**
Taekwondo 1st Degree Black Belt, Master Fry Defense Systems   **2015-2017**

Links

Website:// ajulm   LinkedIn:// adrian-j-mester | Github:// RedHippi | SoundCloud:// RedHippi