

# Adam Konig

## Game Developer, Software Engineer, Experience Designer

*Passionate video game developer with 7+ years of experience crafting interactive experiences across mobile, PC, and console. Adept at building polished, creative games and experiences independently, with small agile teams, and as part of large, AAA studio-scale teams. Focused on delivering joyful, expressive gameplay while maintaining strong technical standards and player-focused design.*

### EXPERIENCE

#### **Tavern Rat Studios** (fka **Konig Games**), Seattle, WA - *Founder*

Unity, C#, HLSL, GLSL, Blender, Audacity, Git, Unity Analytics, Xbox, iOS, Android, Firebase, Aseprite  
Sept 2017 - PRESENT

- Released 15+ original games on itch.io, App Store, and Google Play with 20,000+ downloads
- Maintained an average rating of 4.9 stars across four currently available iOS titles, based on feedback from over 5,000 satisfied players
- Co-produced the game [Deep Pass Jam](#) with AppStop.io to promote client, NFL player Donovan Peoples-Jones and raise money for C.S. Mott Children's Hospital and gained over 9,400 unique users bringing the game to #74 on Apple's sports games category
- Managed the technical development of [Mischief](#), overseeing the creation of over 100,000 lines of meticulously crafted code to bring the game's vision and design specifications to fruition
- Mentored a junior engineer through regular code reviews, hands-on guidance in Unity and C#, and support in developing confidence and proficiency with production-scale systems
- Led a cross-functional team of 4 achieving an average feature delivery rate of 23 tasks per week
- Collaborated with a full-time artist, designer, and producer to establish development milestones and ensure 100% technical readiness for launch, following Agile methodologies and Scrum practices
- Produced multiple static and video advertisements and ran a multi-month Google and Facebook ad campaign to drive installs and in-app purchases on desktop, iOS, and Android

#### **Pokémon Go** - Niantic, Bellevue, WA - *Unity Software Engineer II*

Unity Game Engine, C#, Javascript, Google Protobuf, GitLab, iOS, Android

May 2022 - May 2023

- Implemented quality of life changes like notification reminders to incubate eggs resulting in a \$544,000 lift in annual revenue from incubator in-app purchase (IAP) sales
- Designed, prototyped, and presented new Pokémon GO feature ideas to senior leadership to boost player engagement and sentiment while preserving average playtime and monetization
- Created client side experiments that can be AB tested by data scientists and product managers to drive player growth and retention
- Reworked user experiences like player referrals and when to show pop up dialogs resulting in a bump in overall player retention for returning players

#### **Xbox** - Microsoft, Redmond, WA - *Software Engineer II*

UWP, XAML, C#, C++

Aug 2019 - May 2022

- Maintained core Xbox OS apps—including Settings, Sign-in, Accessories, and the Out of Box Experience—by fixing over 500 bugs reported by internal test groups and public users, and regularly updating existing pages and menus to improve functionality and user experience
- Produced new features for Gen 8 and Gen 9 Xbox consoles worldwide on a monthly release cycle, implementing new pages, buttons, dropdowns, and information panels, improving UX flows, and collaborating with partners like Dolby and Samsung
- Worked alongside experts in graphical and audio engineering to enable cutting edge settings like 4K gameplay at 120 FPS, Dynamic home backgrounds, HDMI-CEC, and an multimedia animated surround sound setup experience
- Designed, developed, and shipped the [Mercury](#) background shader available on all Gen 9 Xbox consoles worldwide—enhancing visual appeal and contributing to a more modern user experience

#### **Bossfight Entertainment**, Allen, TX - *Software/Gameplay Engineer Intern*

Unity Game Engine, C#, C++

June 2018 - Aug 2018

- Reviewed and reworked the Dungeon Boss first time user experience, increasing the number of first time users that came back to play the following week by 12%
- Developed new dungeons for biweekly in-game events and holidays by designing and implementing new levels, enemy encounters, and rewards for completion
- Revamped and added functionality to the debug menu to provide over 100 developers with easy access to test different characters, abilities, and features of the game

### EDUCATION


**University of Michigan**, Ann Arbor - Bachelors, Computer Science

[akonig@me.com](mailto:akonig@me.com)


Seattle, WA


[Portfolio](#) • [LinkedIn](#)

### SKILLS

 **Languages:** C, C#, C++, Python, JavaScript, GLSL, HLSL, HTML, CSS, SQL, Ruby

 **Tools:** Unity, Unreal, Git, Azure DevOps

 **Art & Audio:** Blender, Aseprite, Photoshop, Audacity, Bosca Ceo

 **Analytics & Platforms:** Unity Analytics, Firebase, iOS, Android, Xbox

### SELECTED PROJECTS

#### **An Airport Game**

*Top-down narrative RPG with branching dialog and multiple endings.*

- 5,000+ downloads
- Rated **5 stars** across all platforms (iOS, Android, Desktop)

#### **Card Slap**

*Mobile version of Egyptian Rat Slap with cosmetic unlocks and AI opponents monetised with interstitial ads and IAPs*

- 2,700+ downloads across all platforms (iOS, Android)
- 4.6 star rating

#### **Flea Circus**

*Arcade puzzle-platformer where players record their inputs to teach a flea its circus routine*

Ranking out of **1929**  
Ludum Dare 56 entries:

- 6th in Innovation
- 90th Overall

#### **Pollinate**

*Relaxing bee simulator where you grow flowers and enjoy the music and ambience*

Ranking out of **4959**  
Ludum Dare 46 entries:

- 10th in Mood
- 30th in Audio
- 37th in Graphics
- 97th Overall