Adam Konig 🎮

Indie Game Developer, Software Engineer, Experience Designer

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EXPERIENCE

Tavern Rat Studios, Seattle, WA - *Co-Founder / Head of Engineering*
Unity Game Engine, C#, Blender, Audacity, Git, Unity Analytics, Azure DevOps, SteamWorks
May 2023 - PRESENT
- Led a team of 4 developers achieving an average feature delivery rate of 23 tasks per week.
- Managed the development of Mischief, overseeing the creation of over 44,000 lines of meticulously crafted code to bring the game's vision to life with precision and efficiency.
- Worked alongside a full time artist, game designer, and producer to determine deadlines and ensured 100% technical readiness for launch
- Created, organized, and met deadlines to ship a demo of the final product within the first 9 months of development
- Implemented inclusive team-building initiatives and fostered a collaborative environment within Tavern Rat Studios, ensuring that every team member's voice is heard and valued, resulting in a culture of creativity, diversity, and mutual respect

Konig Games, Seattle, WA - *Founder*
Unity Game Engine, C#, Firebase, Blender, Aseprite, Bosca Ceoil, Git, iOS, Android
Sept 2017 - PRESENT
- Invented, developed, tested, and shipped 15 mobile and desktop games with over 20,000 downloads through itch.io, the iOS App Store, and Google Play
- Maintained an average rating of 4.9 stars across four currently available iOS titles, based on feedback from over 300 satisfied players
- Co-produced a mobile game with AppStop 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 the Apple app store's sports games category
- 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*
Unity Game Engine, C#, Javascript, Google Protobuf, GitLab, iOS, Android
May 2022 - May 2023
- 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
- Implemented quality of life changes like notification reminders to incubate eggs resulting in a $544,000 lift in annual revenue from incubator IAP sales

Xbox - Microsoft, Redmond, WA - *Software Engineer*
UWP, XAML, C#, C++
Aug 2019 - May 2022
- Maintained core shell apps in the Xbox OS: Settings, Sign-in, Accessories app, and the Out of Box Experience flow
- Produced new features for Gen 8 and Gen 9 Xbox consoles on a monthly release cycle
- Worked alongside experts in graphical and audio engineering to enable cutting edge settings like 4K gameplay at 120 FPS, Dynamic home backgrounds, and HDMI-CEC
- Designed, developed, and shipped the Mercury background shader

Bossfight Entertainment, Allen, TX - *Software/Gameplay Engineer Intern*
Unity Game Engine, C#, C++
June 2018 - Aug 2018
- Developed new dungeons for biweekly in-game events and holidays
- Reviewed and reworked the first time user experience, increasing the number of retained first time users by 12%
- Revamped and added functionality to the debug menu to provide other developers with easy access to test different characters, abilities, and features of the game

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

Programming Languages

C, C++, C#, Python, HTML, CSS, JavaScript, XAML

Applications

Unity Game Engine, Unreal Engine 5, Aseprite, Adobe Illustrator, Adobe Photoshop, Blender, Audacity

Other Projects

An Airport Game - A top down narrative RPG where your goal is to make your flight on time while dealing with every struggle known to modern air travel. Features branching dialog trees, unique endings, and memorable characters. Rated 5 stars over 5,000 downloads on Google Play, iOS app store, and itch.io

Card Slap - A recreation of the classic popular card game, Egyptian Rat Slap, built for mobile devices to be played on the go. Play against Boomer, the chihuahua card shark in different difficulty modes to gain coins to buy cosmetic items in the in-game shop. Downloaded over 1,000 times across all devices.

Pollinate - My entry for the Ludum Dare 46 Game Jam where you play as a bee pollinating flowers. It placed in the top 100 in the Overall category and 10th in the Mood category out of 4,959 submissions