

Adam Konig

akonig@me.com • 1641 Nagle Place, Apt 315 • Seattle, WA 98122 • www.Konig.Games

- EDUCATION** **University of Michigan, College of Engineering** **Ann Arbor, MI**
Bachelor of Science in Engineering, Computer Science **May 2019**
GPA 3.2/4.0
- SKILLS** **Languages:** C, C++, C#, Python, HTML, CSS, JavaScript, jQuery, Vue
Applications: Unity Game Engine, Aseprite, Adobe Illustrator, Adobe Photoshop, Blender, Audacity
- EXPERIENCE** **Microsoft** **Seattle, WA**
Software Engineer – Supply Chain August 2019-Present
- Develops software to allow product exchange planners to better estimate numbers of Surface and Xbox products to stock for customers with defective devices
 - Works with Azure Databricks, Scala, and React to map exchange devices to their new components
 - Utilizes return rates and failure rates to accurately predict the number of returns to expect per month
- Boss Fight Entertainment** **McKinney, TX**
Software/Gameplay Engineer June 2018-August 2018
- Analyzed daily revenue reports to create targeted promotions for the in-game shop
 - Designed and programmed new dungeons for biweekly in-game event
 - Redesigned the first time user experience, increasing the number of daily active users by 22%
- Konig Games - Independent Video Game Studio** **September 2017-Present**
Founder
- Designed and launched www.Konig.Games as a personal portfolio and support website
 - Designed, developed, tested, and shipped iOS games: *Pingus*, *Space Survivalist*, *Ghloumb the Ghoul*, *Scarekeepers*, and *Applz*. These games have been downloaded over 900 times through the Apple App Store
- Scarekeepers** **February 2019**
Zombie Survival Game
- Independently developed a survival 2D horror game for iOS
 - Illustrated an entire library of custom sprites for players, enemies, environment objects, and UI elements in Aseprite
 - Produced original music, sound effects, and voice acting for the game audio
- Kappa Theta Pi - Professional Technology Fraternity** **January 2018- April 2019**
Head of Engagement
- Organized monthly events for members to network, socialize, and connect
 - Worked alongside members of the engagement and technology development committee to create new ideas and tech
- ComCo - Improv Comedy Troupe** **September 2015-April 2019**
President, Performer
- Produced and sold out all 7 shows in the 2017, 2018, and 2019 school years, filling an auditorium of over 400 seats