

# Adam Yassine

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(512) 850-0342 | Austin, Texas

## EDUCATION & PROFESSIONAL DEVELOPMENT

The University of Texas at Austin	Aug. 2018 – Dec. 2021
<i>Bachelor of Science in Arts and Entertainment Technologies</i>	3.84 GPA
Google Project Management Certificate - Coursera	Oct. 2022
Project Management Fundamentals - IBM SkillsBuild	Aug. 2022
The Fundamentals of Digital Marketing - Google Digital Garage	June 2022

## SKILLS

- JIRA
- Microsoft Office
- Google Workspace
- Trello
- Unity Engine
- Microsoft Visual Studio
- Adobe Suite
- Twine
- Creative Writing

- Solution-oriented with a strong ability to connect with diverse audiences
- Skilled in leadership positions, ability to execute project management roles, and work collaboratively
- Adept at working in fast-paced environments and adapting to sudden changes in plans and circumstances
- Proficiently utilizes time managing devices to ensure projects stay on schedule

## PROJECTS

### Eeyore The Big Brother March 2023 – April 2023

#### *Author, Illustrator*

- Drafted and illustrated a 27-page children's book.
- Utilized Procreate to illustrate, edit, and finalize the book for production.
- Proofread and reviewed all print and electronic content for grammar, tone, voice, and creative quality.
- Published book utilizing Amazon Kindle Direct Publishing.

### An Enemy in Our Myths Sept. 2021 – Dec. 2021

#### *Writer, Narrative Designer, Producer*

- Authored a unique and captivating narrative from concept to final product.
- Directed a team of diverse individuals with varying skill sets to ensure a professional quality product.
- Oversaw the production of various aspects of the project.
- Updated production schedule to better fit the needs of the team and project.

### Hugh Dunit and the Murder at Mc'Guilty Mansion Sept. 2020

#### *Narrative Designer, Editor, Writer*

- Led the development and completion of a game with a team within a 65-hour time limit.
- Scripted character dialogue and co-authored all story elements to ensure a cohesive narrative throughout the game.
- Earned "Best Narrative" recognition across 22 competitors in the UT Game Jam 2020.
- Coordinated with artists, scripters, and sound designers to create the final product.
- Worked with team members on the design of level and gameplay components.

### Cooking Avatar March 2020 - May 2020

#### *Gameplay Scripter, Level Designer*

- Scripted gameplay elements in the Unity Engine using C# programming language.
- Conceptualized a variety of gameplay elements in collaboration with team members.
- Shaped game narrative in collaboration with team members.
- Designed the Forest domain portion of the level from the initial concept to the final product.

## VOLUNTEERING

### Volunteer Teacher, IABA Austin Sept. 2016 – May 2019

- Conducted a weekly class of 10 to 15 children aged 6 to 11.
- Organized weekly lesson and activity plans to engage in social and academic experiences.