Adam LeClair

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Education

Rensselaer Polytechnic Institute: August 2009 – May 2013

B.S. Games and Simulation Arts and Sciences – Cognitive Science Concentration

Awards

* Dean’s List (Spring 2010, Fall 2010, Spring 2011, Fall 2011, Spring 2013)
* IGDA Student Scholar PAX East 2012

Activities

* RPI Game Development Club – *Advisor* (Fall 2012 – Spring 2013), *President* (Spring 2012 – Fall 2012), *Event Coordinator* (Spring 2011 – Spring 2012), *Secretary* (Spring 2010 – Spring 2011)
* IGDA Albany Chapter – *Volunteer* (Fall 2011 – Spring 2013)
* Game Developers Conference – *Conference Associate* (2012, 2013)
* IGDA Academic Chapter Steering Committee – *Volunteer* (Fall 2013 – Present)

Skills

* Natural leader with take-charge attitude, shown in work, project and volunteer experience.
* High attention to detail and ability to view issues from multiple perspectives, focusing on user experience.
* Capable of quickly learning new concepts and problem-solving under deadline conditions.
* Emphasis on designing for future growth including thorough documentation and postmortems.

Experience

Developer, Founder – ComboStar.TV October 2013 – Present

* Full-stack web development including Python, Django, JavaScript, jQuery, HTML and CSS.
* Researched and applied various site-management skills, such as LAMP, hosting, revenue models and analytics.

Game Developer – Pentavera May 2013 – August 2013

* Designed and implemented several game modes, features and menus for Hangeki using GameMaker.
* Coded metrics and various stat-tracking, combining GameMaker, Python and Microsoft Excel.

Event Director, Founder – Rensselaer Game Showcase Fall 2012

* Oversaw all aspects of event coordination; managed and recruited volunteer staff.
* Arranged charity affiliation with Albany Medical Center and corresponded with local game exhibitors.
* Acquired sponsorship and event materials, taking limited budget into account.

User Experience – Bashpoints, Inc. June 2012 – August 2012

* Designed, documented, implemented and evolved overall user experience.
* Full-stack web development including Python, Django, JavaScript, jQuery, HTML and CSS.
* Managed launch-time day-to-day tasks, arranging sprints and deadlines in a start-up environment.

Software Engineer – Logic Engine for Grid-Using Puzzles (RPI Research) June 2011 – August 2011

* Programmed puzzle data manipulation and game state tree history and transitions using Java.
* Designed and implemented graphical interface changes for improved educational usability.