

Hi, I'm Adam.

I'm a Technical Designer & Creative Lead

EXPERIENCE

Game Director | Brains For Breakfast | 2025 - 2026

I designed and developed an FPS Roguelite based on classic CoD: Zombies play patterns using a combination of blueprint and C++

- Released a STEAM demo with 100% positive reviews (55+) and strong organic traction.
- Designed all combat and roguelite systems mechanics
- Personally developed the project in Unreal Engine using C++ and Blueprint
- Supervised the creative team responsible for 3D Design, Illustration, and Sound
- Managed twice weekly live user testing and feedback implementation cycles

Game Director | TALVI | 2025 - present

I was hired as the founding game director for a Fin-Tech for good App that would feature a cozy decorating world. I was tasked with building the team, pipeline and all initial design work.

- Recruited and onboarded a full art team
- Developed the cross-team creative pipeline
- Supervised the design, illustration, sound, and development team day to day
- Managed all deliverable dates and proactively eliminated blockers
- Developed all initial mechanics and roadmaps through Alpha, Beta and Q1 of post-release

Technical Design Lead → Director | ICVR Interactive | 2023 - 2025

I started as lead designer, later promoted to director level on an original multiplayer PvPvE FPS with crafting and immersive sim elements.

- Responsible for the successful production of a vertical slice and demo in coordination with an executive producer
- Designed and maintained the creative vision for a Multiplayer FPS created in Unreal Engine
- Maintained internal design documentation
- Supervised production across design, art, sound and engineering
- Hands-On implementation in C++ and Blueprint

Lead Game Designer | Tipping Point Media | 2021 - 2022

Designed mechanics, levels, and systems for an award-winning medically-accurate educational game in partnership with a national non-profit (Project Lead The Way).

- Designed all mechanics and levels
- Worked with medically certified creatives to ensure mechanics met stringent educational requirements.
- Outlined playtest parameters, then analyzed and implemented feedback

SKILLS

Creative Leadership
Systems / Level / Narrative Design
Production Pipeline Creation
Unreal Engine Development C++/BP
Design Documentation
Playtesting Analysis
Advanced AI Workflows (Claude)
UI/UX Design (Figma)

PLATFORMS

 Unreal Engine 5.7+
 Unity
 Godot
 Git
 Perforce
 Jira
 Monday
 Figma
 Miro

EDUCATION

M.S.Ed. Coursework

Childhood Special Education
Hunter College
2012-2013

Bachelor of Science

Cultural Anthropology
Southern CT State University
2009-2011

Conservatory Graduate

Improvisation Performance
Magnet Theater
2012 - 2016

Contact & Portfolio acolumbia@gmail.com | 203-804-8452 | adamcolumbia.com