

# Adam Kelley

Full-Stack Software Developer

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Email: [adamkelley98@yahoo.com](mailto:adamkelley98@yahoo.com)  
Portfolio Website: [meternium.github.io](http://meternium.github.io)  
GitHub: [github.com/meternium](https://github.com/meternium)

## Technical Skills

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Languages: C#, JavaScript, HTML, CSS, Python

IDEs: Visual Studio, Visual Studio Code

Game Engines: Unity

Frameworks: .NET, Entity, BootStrap

Architectural Paradigms: ASP.NET MVC

Databases: MS SQL, mySQL

Version Control: Git, Github

## Experience Summary

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- **C#:** Coded fully-functional game of [BlackJack](#) that has the player play against the computer. Includes logic that controls the computer's choices.
- **Unity:** Game of [Frogger](#) created within Unity that implements a score system and a timer.
- **JavaScript:** [Calculator](#) that runs in browser and performs math operations. Also, a game of [tic-tac-toe](#) that has the player play against the computer.
- **HTML & CSS:** [Personal portfolio website](#) that includes animations upon load and a contact modal that pops in and out based on whether or not it is active. Site: [meternium.github.io](http://meternium.github.io)

## Programming Experience

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### Classics Arcade: Frogger

JUNE 2021

- **Languages, IDEs, and engines used: C#, Unity, Visual Studio**
- Used Unity engine to recreate classic arcade game, Frogger, from scratch
- Utilized object pooling to manipulate car spawns, as well as a scoring system and timer to add difficulty to the level design
- Worked real time in a work-simulated setting, taking tasks from sprint boards and submitting pull requests on Azure DevOps
- GitHub repository: [Unity Live Project](#)

### Theatre Vertigo Website

MAY 2021

- **Languages, frameworks, and IDEs used: C#, .NET, Entity Framework, ASP.NET MVC, Visual Studio, Razor syntax**
- Used ASP.NET MVC framework to connect site to database using code-first methodology
- Followed Scrum practices with a team, communicating through daily standups, and collaborating with fellow developers
- Wrote pull requests using Git and Azure DevOps to receive collaboration from other developers
- GitHub repository: [Theatre Vertigo Live Project](#)

## Work History

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### **Ozark Guidance by Arisa Health, Springdale, AR**

*JUNE 2020 - MARCH 2021*

Qualified Behavioral Health Provider

- Provided daily mental health assistance, resulting in 5 out of the 12 students transitioning back into public schools
- Assistance resulted in all of the students successfully passing all of their classes

## Education

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### **The Tech Academy, Portland, OR (Remote)**

*MARCH 2021 - JUNE 2021*

C# & .NET Framework Boot Camp

- Full-time, 40-hours per week boot camp training with 600+ hours of instruction and hands-on work in:
  - C#, .NET, ASP.NET, HTML/CSS, JavaScript, Python, BootStrap, Unity, Agile/Scrum, source control, GitHub/Git, relational database design, SQL, computer science fundamentals, OOP, web application development, and more.

### **University of Arkansas, Fayetteville, AR**

*AUGUST 2016 - MAY 2020*

Bachelors in Psychology