ADAM LEE
FULL STACK WEB DEVELOPER/GAME DESIGNER

Lambda School Full Stack Web Developer grad / Game Designer with 9+ years of experience.
A creator of quality content and user experiences.

Employment

Crazy Maple Studios
Sunnyvale, CA
2017 to 2017
Game Editor/Producer

Products: Chapters: Interactive Stories (iOS and Android)
• Designed and created the content management system used for the creation and implementing of content.
• Worked with writers and assisted in converting existing narratives into script with monetization potential.
• Conceptualized initial art asset requests and provided feedback after iterations to outsource art house.
• Conceptualized and developed future features to drive player retention and revenue.

Storm8
Redwood City, CA
2015 to 2017
Game Designer

Products: Fantasy Forest Story (iOS/Android), Bakery Story 2 (Unity – iOS/Android), Dream City: Metropolis (iOS/Android), Bingo (iOS/Android), Dragon Story (iOS/Android)
• Created design tools using Google Sheets to help automate content integration to an SQL database.
• Created the foundational narrative and characters for the game to engage players.
• Designed and implemented quests, driving the core loop in conjunction with the established narrative.
• Worked with art to establish asset visuals and collaborate on overall vision for the game style.
• Wrote feature specs to help explain desired features and mechanics at a fundamental level.

Gree Intl
San Francisco, CA
2014 to 2015
Game Designer

Products: Crime City (iOS and Android)
• Generated content for 11 different types of LiveOps events on a very demanding release schedule.
• Optimized upcoming LiveOps events to boost monetization and participation based on data.
• Created art asset requests with detailed descriptions and references to maintain quality game assets.

Disney Interactive/Playdom
Palo Alto, CA
2012 to 2014
Game Designer

Products: Seven Dwarfs: The Queen's Return (iOS and Android), Where's My Water 2 (iOS and Android), Nemo's Reef (iOS and Android)
• Created narratives and character dialogues based around classic and modern Disney IPs.
• Developed and document game features that work in conjunction with the game's IP.
• Delivered content updates to maintain Live Ops release cadence and implement features/mechanics.

Skills

Javascript, React, Node.js, Python, SQL, Django, C, Git, HTML, CSS, LESS, NPM, Yarn, Heroku, Netlify

Projects

On The Record
A music review site of albums and tracks.
Tech Stack: React, Node.js, Postgres, Stripe API, Spotify Web API
Contribution: Front End work on all review features (Display, Create, Edit, Delete) and pages (Artist, Album, Track, User Review List).

Lambda MUD
A multi-user dungeon game that allows multiple people to play and navigate the world in the same game.
Tech Stack: React, Django, SQLite3

Notes
A simple single page app to write, edit, and delete notes.
Tech Stack: React

Adam's Conway's Life
A Conway's Game of Life clone
Tech Stack: React

Education

Lambda School
June 2018 to Feb. 2019
Full Stack Web Development

Humboldt State University
BA Music
Vocal Performance

Contact

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