

# Adam Badke

<http://www.adambadke.com>  
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Vancouver, BC  
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## EXPERTISE & SUMMARY

- **Simon Fraser BSc Computer Science student (3<sup>rd</sup> yr)**, also holds Diploma of Game Design & 3D Animation
- Experienced with tools including **Unreal Engine 4, Unity, C++, Java, Maya, Photoshop, Zbrush**
- **4+ years of video game industry experience**. Multiple shipped console, PC & mobile titles in marketing & QA/Developer Support roles
- **Accomplished community & social media manager of multiple AAA gaming franchises**. Experience creating social media strategies & founding, moderating & growing video game fan communities

## TECHNICAL SKILLS/TOOLS

- C, C++, Java, HTML/CSS, SQL
- Unreal Engine 4, Unity3D, Source & Marmoset engines
- Microsoft Visual Studio, Eclipse
- Git. PerForce. DevTest, DevTrack. Jira. Bugzilla.
- Adobe Photoshop, Premiere Pro
- Autodesk Maya, 3D Studio Max, Mudbox. Pixologic Zbrush
- Microsoft Word, Excel, PowerPoint

## TECHNICAL PROJECT EXPERIENCE

### **“Space Rocks” - Arcade Space Shooter game (Unreal Engine 4: Personal Project)** *April 2016 – Present*

- Designed game entities & relationships using Violet UML to plan & organize code structure
- Implemented all game classes & functionality using C++ to gain experience in programming with UE4
- Built all art and sound assets using Maya, Photoshop & Audacity, & constructed game level, menu system, materials & sprite based particle emitters using Unreal Editor to create a retro arcade shooter theme
- Packaged project for release: Provided source & assets on GitHub, recorded gameplay videos & screenshots to demonstrate the game

### **3D Model Asset packs (Unity / Unreal Engine 4: Personal Project)** *Apr 2011 – Nov 2011*

- Modeled, textured & packaged a Tower Defense 3D model art pack for sale on the Unity 3D asset store to gain experience creating commercial video game environment props
- Created a free “Urban Props” art pack that was listed in “Top Free” section of the Unity store, earning hundreds of downloads per month and a 4/5 rating from over 100 reviews.
- Created game-ready 3D environment models & props to gain experience world building using the Unreal engine (UDK) for my personal portfolio (<http://www.adambadke.com>)

## WORK EXPERIENCE

### **Eidos-Montréal – Montreal, QC**

### **Community Manager**

#### **Thief, Deus Ex: Human Revolution, Deus Ex: The Fall (PC, PS3, PS4, Xbox360, Xbox One, WiiU, IOS, Android)**

*Oct 2012 – Nov 2013*

- Developed & executed all franchise & studio social media strategies for “Deus Ex”, “Thief” & “Eidos” brands, organically growing over 110,000 new followers on Facebook, Twitter, Tumblr & YouTube
- Created all online content including blogs, podcasts, developer interviews, public Q&A's/AMA's, contests, FAQ's, patch notes & internal regional community strategy guides to maintain ongoing fan engagement
- Executed community events at E3, ComicCon & PAX, performed live online broadcast streams, press interviews & promotional spots to promote Thief to fans
- Composed weekly metrics reports to monitor & evaluate ongoing successes of community initiatives
- Executed targeted social media advertising to drive over 3,000,000 views to Thief's “Uprising” trailer

### **Virtual Intelligence – Vancouver, BC**

### **Community Manager**

#### **KnightScape (IOS)**

*Aug 2012 – Oct 2012*

- Developed social media strategy & moderated social media platforms to promote “KnightScape” for IOS
- Authored all website, blog & app store copy & organized website development to establish an online presence
- Executed user play testing: Created surveys, deployed builds, compiled reports of findings

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## Radical Entertainment – Vancouver, BC

### Prototype 2 (PC, PS3, Xbox360)

## Community Manager

Feb 2012 – Jul 2012

- Developed social media strategy & community content calendar, managed all web & social platforms, grew Prototype & Radical Entertainment Facebook page followings by over 87,000 combined fans to engage an active online community of ~500,000 fans and promote the best-selling game of April 2012
- Authored all community content including blogs, podcasts, promotions, developer interviews & live chat sessions, & assisted in promotional trailer & screenshot capture to engage with Prototype fans
- Composed weekly social media metrics reports to monitor & evaluate community activity & fan sentiment

## Radical Entertainment – Vancouver, BC

### Prototype 2 (PC, PS3, Xbox360)

## QA Tester (Online Features)

Nov 2011 – Feb 2012

- Executed test plans, performed smoke, scheduled & ad-hoc testing, logged & regression tested any identified issues to support the development of Prototype 2
- Owned testing of online “RadNet” features in a large, open world game, ensuring the functionality of in-game events & challenges, date restricted content unlocks, online leaderboards & DLC packages

## Smoking Gun Interactive – Vancouver, BC

### Kinect Me!, Googly Eyes, Battle Stuff (Xbox360)

## Developer Support (Lead)

Mar 2011 – May 2011

- Created & maintained all QA test plans, smoke tests & test scripts for 3 Kinect games using the Unreal Engine
- Performed smoke testing, bug reporting, regression testing & art validation checks to identify issues & bugs
- Compiled weekly build release notes, labeled & submitted all builds to enable first party progress reviews

## United Front Games – Vancouver, BC

### Sleeping Dogs (PS3, Xbox360, PC)

## QA Tester (Open World)

Jan 2011-Mar 2011

- Performed testing on a large, open world game, owned testing of all in-game races, events, jobs & favors testing
- Discovered & submitted detailed bug reports, including reproduction steps & defect screenshots/videos. Managed bug assignments & flow, tracked issue progress & regression tested bugs to verify fixes
- Executed planned testing cycles, highlighted issues blocking testing & identified high risk project areas. Build & deploy new content; carry out smoke, scheduled & ad-hoc testing

## Propaganda Games - Vancouver, BC

### Tron: Evolution (PS3, Xbox360, PC)

## Developer Support (Multiplayer Lead)

2010-2011

- Lead a team of 6 testers to ensure the quality & functionality of Tron’s multiplayer mode, owned testing of all multiplayer & DLC content, latency testing, demo testing, daily smoke testing & performance testing to identify bugs & issues
- Planned & executed multiplayer mode play-testing, executed focus testing of 2 DLC map packs, performed play-tester interviews & compiled observation reports to enable in game balance & design improvements
- Created & maintained multiplayer test plan documentation to coordinate internal & outsourced testing teams

## Electronic Arts – Burnaby, BC

### Fifa 2010, Fifa: Ultimate Team 2, Fifa: Online, Army of 2: 40<sup>th</sup> Day (PS3, Xbox360, PC)

## QA - Assistant Test Coordinator (Lead)

2009-2010

- Lead a team of 5 developer support testers (Fifa Online (PC)) from alpha to open beta, created, prioritized & delegated test plans, scripts & templates for both local & outsourced test teams to coordinate bug testing
- Member of the “Go Live” Fifa 2010 launch team, responsible for monitoring Official EA forums & communicating with fans to investigate & identify post-launch issues with Fifa 2010’s multiplayer mode
- Performed QA & smoke testing on Fifa: Ultimate Team to identify, report & regression test game bugs

## EDUCATION

### BSc Computer Science

Simon Fraser University 2016-2018 (Expected)

### ASc Computer Science (GPA: 4.12)

Langara College 2014-2016

### Diploma of 3D Animation & Game Design (Honours)

Pacific Audio Visual Institute 2008-2009

### CompTIA: A+ Computer Technician certification

CompTIA 2008