

Adrian Ihle

Games System Design

Profile

Versatile game developer with a focus on gameplay systems and player engagement models. Team player with strengths in communication, critical and analytical thinking.

Experience

Unity Engineer Intern The Commons XR, San Diego (2022)

- Identified fixes for two major performance issues.
- Rearchitected key experience system for adaptability and network replication resiliency.
- Helped design a highly available cloud based server management system using Playfab, Photon & Unity.

Consultant, Public Cloud Atea AS, Oslo (2018-2019)

- Defined frameworks; designed and deployed cloud solutions.
- Supported customers with their preferred cloud provider.
- Specialized in IoT, smart buildings, application porting, and optimizing cloud infrastructure.
- Promoted within 10 months.

Intern Norsk Tipping, Hamar (2018)

- Created customer and engagement prototypes for ages 18-30 target audience as part of a four-person prototyping team.
- Conducted field research among users, single user tests, UI/UX prototyping.

Faculty RA Inland Norway University of Applied Sciences (2017)

- Used Minecraft to replicate cities as 'sandboxes' for youths to engage in city development projects as part of a gamification project.
- Developed tools and workflows for importing real life map data.

Projects

MFA Thesis Strategy Survival Game *PermaFrost* (2021-Current)

- Developed gameplay system in Unity C#. Conducted rapid prototyping to validate gameplay, directly implemented features.
- Created map drafts, level design, planned game loop, UI wireframes, and resource interaction workflows. Documented specifications.
- Managed workflow with GANTT chart and task lists to ensure quality.

Level Design/Puzzle Game *Mars Lava* (2021)

- Designed around a central level altering puzzle. Developed initial level concept, design documents, reference boards, puzzle diagrams and level maps in Unreal.

Collaboration/Top Down Shooter Game *Heart of Gold* (2020)

- Worked on a three-person team to develop the game in Unity.
- Responsible for AI and custom pathfinding, and project management.

Contact

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Education

MFA Game Development

Academy of Art University

(2019-2022)

B.Sc. Games Technology and Simulation

Inland Norway University of Applied Sciences

(2015-2018)

Certifications

Azure 70-533, Azure 70-535

Skills & Abilities

Software

Unity, Unreal, Qt Creator

Visual Studio, GitHub

Perforce, Office, STELLA

MySQL Workbench, FileZilla

Maya, Photoshop, ZBrush

Programming Languages

C#, C++, SQL, HTML, PHP

JavaScript, PowerShell, JSON

APIs

Azure, Qt OpenGL, OpenAL

Project Management

SCRUM, Agile, Kanban

Middleware

Apache, Kubernetes

Cloud Platforms

Azure, Google Cloud

Languages

Norwegian, English, French