# Adam Yassine

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Austin, Texas

## EDUCATION & PROFESSIONAL DEVELOPMENT

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| The University of Texas at Austin | Aug. 2018 – Dec. 2021 |
| *Bachelor of Science in Arts and Entertainment Technologies* | *3.84 GPA* |
| Google Project Management Certificate - Coursera | Oct. 2022 |
| Project Management Fundamentals - IBM SkillsBuild | Aug. 2022 |
| The Fundamentals of Digital Marketing - Google Digital Garage | June 2022 |

## SKILLS

- JIRA
- Microsoft Office
- Google Workspace
- Trello
- Unity Engine
- Microsoft Visual Studio
- Adobe Suite
- Twine
- Creative Writing

· Solution-oriented with a strong ability to connect with diverse audiences
· Skilled in leadership positions, ability to execute project management roles, and work collaboratively
· Adept at working in fast-paced environments and adapting to sudden changes in plans and circumstances
· Proficiently utilizes time managing devices to ensure projects stay on schedule

## PROJECTS

**Eeyore The Big Brother**                                                March 2023 – April 2023
*Author, Illustrator*
· Drafted and illustrated a 27-page children's book.
· Utilized Procreate to illustrate, edit, and finalize the book for production.
· Proofread and reviewed all print and electronic content for grammar, tone, voice, and creative quality.
· Published book utilizing Amazon Kindle Direct Publishing.

**An Enemy in Our Myths**                                                Sept. 2021 – Dec. 2021
*Writer, Narrative Designer, Producer*
· Authored a unique and captivating narrative from concept to final product.
· Directed a team of diverse individuals with varying skill sets to ensure a professional quality product.
· Oversaw the production of various aspects of the project.
· Updated production schedule to better fit the needs of the team and project.

**Hugh Dunnit and the Murder at Mc'Guilty Mansion**                      Sept. 2020
*Narrative Designer, Editor, Writer*
· Led the development and completion of a game with a team within a 65-hour time limit.
· Scripted character dialogue and co-authored all story elements to ensure a cohesive narrative throughout the game.
· Earned "Best Narrative" recognition across 22 competitors in the UT Game Jam 2020.
· Coordinated with artists, scripters, and sound designers to create the final product.
· Worked with team members on the design of level and gameplay components.

**Cooking Avatar**                                                       March 2020 - May 2020
*Gameplay Scripter, Level Designer*
· Scripted gameplay elements in the Unity Engine using C# programming language.
· Conceptualized a variety of gameplay elements in collaboration with team members.
· Shaped game narrative in collaboration with team members.
· Designed the Forest domain portion of the level from the initial concept to the final product.

## VOLUNTEERING

**Volunteer Teacher, IABA Austin**                                       Sept. 2016 – May 2019
· Conducted a weekly class of 10 to 15 children aged 6 to 11.
· Organized weekly lesson and activity plans to engage in social and academic experiences.