

ADAM R. LEDERER

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EDUCATION **Carnegie Mellon University** B.S. in Electrical and Computer Engineering, 2010 (GPA: 3.52/4.00)
George Mason University (3 semesters of Music Composition), 2004-2006

SELECT WORK EXPERIENCE

Electronic Arts, Gameplay Engineer – *Redwood Shores CA, summer 2008*

Implemented gameplay features and systems for The Sims 3, working closely with producers, designers, artists, and systems engineers. Aided designers in developing and refining ideas to maximize player enjoyment.

ICF International, Portal Designer - *Fairfax VA, summer 2007*

Designed and implemented knowledgebase, workflow, process management, and team collaboration web applications for government clients using Microsoft Office SharePoint Server 2007.

Naval Research Laboratory, Engineering/Research Internship - *Washington DC, summer 2005*

Coded, built, and modeled perceptual and psychological experiments related to augmented/virtual reality, supporting development of situational awareness and targeting systems for urban combat.

RELEVANT SKILLS

Programming: C, C++, C#, Java, x86/x86-64 assembly, ARM assembly, ActionScript 3, Python, PHP, JavaScript
Experience in Object Oriented design, unit testing procedures, and working with source control (CVS/SVN/HG/Perforce)

Computer engineering: Experience with Verilog hardware description language, synchronous logic design, dataflow architecture design, designing and optimizing processors.

Software: Proficient with Linux & Windows, Microsoft Office, Microsoft Visual C++, Matlab, gcc, gdb.

RELEVANT PROJECTS & ACTIVITIES

Game Development, Game Creation Society (2006-present) – Coded, composed music, designed sounds, or designed/prototyped for over a dozen non-curricular games (several of them entered in the Independent Games Festival; one is a popular Xbox Live Community Games title). Many of these games have been developed with the Carnegie Mellon Game Creation Society (GCS), where I also organize and run game music composition competitions. 1st place winner of GCS's first game design competition (theme: one button game).

Volunteer Work with Alpha Epsilon Pi (2006-present) - Co-wrote and directed a short musical for a charity event with attendance of over 1000. Organized, rehearsed, and led a swing band for a "senior citizens prom" event at a local assisted living center. Participated in numerous neighborhood cleanup, fundraising, and service events.

RELEVANT COURSEWORK

Embedded Real-Time Systems

Introduction to Computer Systems

Fundamentals of Computer Engineering

Sound Editing and Mastering

Calculus in Three Dimensions

Fundamental Data Structures and Algorithms

Signals and Systems

Fundamentals of Electrical Engineering

Entrepreneurship for Computer Science

Probability Theory and Random Processes