

Adam Sargent

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Skills: C#, .NET, C++, Java, Python, Ruby, ActionScript, JavaScript, jQuery, PHP, HTML, CSS, Flash, Photoshop, 3DS Max, Modo, Unity, Android SDK, Git

Employment

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- Programmer, Escape Room Pittsburgh** April 2015 – Present
- Programmed Arduino micro-controllers and created circuitry for puzzles
 - Worked on web application for giving clues and monitoring progress
- Assistant Language Teacher, Heart Corporation (Ryugasaki, Japan)** Mar 2014 – Mar 2015
- Assisted with teaching English and creating lesson plans in two Japanese junior high schools
- GUI Software Engineer, Aerotech (Pittsburgh, PA)** Feb 2013 – Aug 2013
- Created UI elements for suite of motion control products
 - Tested web interface API
 - Worked with issue tracker (Jira) and shared code repository (Vault)
- Volunteer Undergraduate Researcher, EVL Labs (Pittsburgh, PA)** 2011 – 2012
- Wrote code for Java Graphical Authorship Attribution Program
 - Worked with shared code repository (Git)
- Computer Science Tutor, Duquesne University Computer Science Department** 2009 – 2012
- Tutored Java, C++, and Visual Basic for introductory through advanced level classes

Experience

Programming Projects

- US Provisional Patent Application (No. 61/730,577) for steganography algorithm. "A Method of Detecting Steganographically Hidden Images Via Low-Order Bit Comparisons"
- Received McAnulty Undergraduate Research Grant for work on steganography algorithm.

Game Design Projects

- Currently working on time trial, platform game using ActionScript and Flixel
- Frequent participant in Ludum Dare game jams

Education

Duquesne University 2008-2012

- Double majored in Computer Science and Digital Media Arts
- 3.56 G.P.A., Dean's List 6x
- Member of Duquesne University Honors College

Additional Info

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- 3D Modeling Club Founder/President, Computer Science Club Vice President
 - Duquesne Orientation Team Leader, 2009 – 2011
 - Avid disc golfer and member of Professional Disc Golf Association