

# Graham Black

• 9082469149 • gblack0619@gmail.com • 3 Grant Court • [Linkedin](#)

## SUMMARY

Committed to majoring in Information Technology with a specific interest in the game development field. A major passion for hard work and getting work done on time. Excellent at working with other people to get a task done. Passion for learning with classroom knowledge in coding.

## EDUCATION

<b>Bachelor of Science in Information Technology Specialization in Game Development</b>	Jan 2023 - Dec 2025
<b>New Jersey Institute of Technology</b>	Newark,NJ
<b>Associates of Science in Computer Science Specialization in Programming</b>	Sep 2020 - Dec 2022
<b>Raritan Valley Community College</b>	Branchburg,NJ

## KEY SKILLS

Languages/Software: Java, C++, C#, Python, Bash, HTML, CSS, MySQL, PHP  
System Administrations: Windows, Linux(Ubuntu)  
Game Design Software: Unity, Roblox Studio, Unreal, GameMaker  
Other Software: Trello, Microsoft Office, Microsoft Excel, Git

## PROFESSIONAL EXPERIENCE

<b>Web Dev Instructor</b>	Jun 2025 - Aug 2025
<b>Arrayscape Gaming</b>	Linden,NJ
<ul style="list-style-type: none"><li>Delivered engaging instruction on HTML, CSS, and JavaScript to students aged 10–18 in both group and one-on-one settings, enhancing student participation and web development comprehension.</li><li>Assisted with the setup, maintenance, and troubleshooting of classroom devices and internet connectivity to ensure a seamless and productive learning environment.</li><li>Fostered a positive and inclusive classroom atmosphere while promoting creativity, teamwork, and open communication among students.</li></ul>	

<b>STEM Instructor Intern</b>	Jun 2024 - Aug 2024
<b>Lavner Education</b>	Cherry Hill,NJ
<ul style="list-style-type: none"><li>Delivered engaging instruction on Robotics, Game Design, and Programming to elementary and middle school students in both group and one-on-one settings, enhancing student participation and comprehension.</li><li>Assisted in the setup, maintenance, and troubleshooting of on-site computer hardware, software, and internet connectivity to ensure a seamless learning experience.</li><li>Served as a positive role model, fostering an inclusive and professional environment while promoting teamwork, boosting morale, and facilitating open communication among campers and staff.</li></ul>	

<b>Server</b>	Aug 2021 - Nov 2022
<b>Buffalo Wild Wings</b>	Flemington,NJ
<ul style="list-style-type: none"><li>Captivated guests with specials &amp; promotions, tailored personalized recommendations, &amp; adeptly managed inquiries using the POS system &amp; menu display screens to propel revenue growth</li><li>Increased revenue per guest by utilizing effective upselling techniques, including bundle offers and strategic menu recommendations.</li><li>Fostered a positive and collaborative work environment, boosting employee engagement, team morale, and overall teamwork through well-planned team-building initiatives.</li></ul>	

## PROJECTS

<b>Systems Integration Project - Role: DMZ Creation</b>	Jan 2025 - May 2025
<p>The project involved integrating a third-party data source with a custom front end through a multiple-server environment which was run through multiple virtual machines. I was responsible for the creation of the DMZ and connecting an API to the virtual machine that was running the database.</p> <ul style="list-style-type: none"><li>Helped with other sections of the project like frontend, backend, and database.</li><li>Developed PHP-based sections optimizing database queries to enhance overall system performance</li><li>Integrated the backend using RabbitMQ, enhancing system reliability with demonstrated expertise in RabbitMQ implementation</li></ul>	
<b>Shadow Keep Game - Game Design Project - Role: Level Design, UI Design</b>	Jan 2025 - May 2025
<p>The project was a game creation where, in a group of 3, we created a 2D platformer with different functions like animation, level transition, enemies, and bosses.</p> <ul style="list-style-type: none"><li>Crafted a project on Unity Engine that significantly boosted user engagement</li><li>Collaborated on UI design in C++ by developing customized buttons &amp; menus, resulting in increased user interaction &amp; enhanced visual appeal &amp; functionality</li><li>Designed intricate levels in Unity featuring interactive &amp; puzzle elements for seamless transitions</li></ul>	