

# Graham Black

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## SUMMARY

Detailed-oriented Software Engineer and Information Technology major specializing in game development, systems integration, and cloud-based applications. Experienced in developing, testing, and deploying software across multi-server environments. Skilled in Python, Bash, and Java scripting, AWS configuration, and agile collaboration. Recognized for strong problem-solving, adaptability, and delivering quality software solutions that meet both user and business needs.

## 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: Python, Bash, PowerShell, Java, C++, C#, PHP, TypeScript, HTML, CSS, SQL/MySQL  
Cloud & Systems: AWS, Linux (Ubuntu), Windows Server, Multi-VM Configuration, Networking, System Administration  
Tools & Frameworks: Git, GitHub, Trello, RabbitMQ, Phaser (JavaScript engine), Unity, Unreal Engine  
Practices: Agile / Scrum, CI/CD fundamentals, Software Deployment, Scripting Automation, API Integration, Testing & Documentation, Troubleshooting

## PROFESSIONAL EXPERIENCE

<b>Project Manager/Developer</b>	Sep 2025 - Dec 2025
<b>Navitend</b>	Newark, NJ
• Orchestrated development of a TypeScript game with a team of 4 students, utilizing Node.js within an agile workflow to create 3 engaging levels	
• Optimized development environments for a small team utilizing GitHub, enhancing collaborative workflows & streamlining version control processes	
• Enhanced project collaboration by organizing meetings via Discord, fostering teamwork & driving engagement among team members	
• Pioneered time management strategies using Trello, enabling project completion ahead of schedule & enhancing overall efficiency	
<b>Web Dev Instructor</b>	Jun 2025 - Aug 2025
<b>Arrayscape Gaming</b>	Linden, NJ
• Taught HTML, CSS, JavaScript, and frontend logic, mentoring students on software problem-solving and debugging.	
• Deployed web projects to hosted environments and guided students through version control workflows with Git.	
• Strengthened communication and customer-service orientation through one-on-one instruction and technical troubleshooting.	
<b>STEM Instructor Intern</b>	Jun 2024 - Aug 2024
<b>Lavner Education</b>	Cherry Hill, NJ
• 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.	
• Assisted in the setup, maintenance, and troubleshooting of on-site computer hardware, software, and internet connectivity to ensure a seamless learning experience.	
• 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.	

## PROJECTS

<b>Systems Integration Project - Role: DMZ Creation</b>	Jan 2025 - May 2025
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.	
• Helped with other sections of the project like frontend, backend, and database. • Developed PHP-based sections optimizing database queries to enhance overall system performance • Integrated the backend using RabbitMQ, enhancing system reliability with demonstrated expertise in RabbitMQ implementation	

**Design**

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.

- Crafted a project on Unity Engine that significantly boosted user engagement
- Collaborated on UI design in C++ by developing customized buttons & menus, resulting in increased user interaction & enhanced visual appeal & functionality
- Designed intricate levels in Unity featuring interactive & puzzle elements for seamless transitions