Graham Black

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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

Bachelor of Science in Information Technology Specialization in Game Development   Jan 2023 - Dec 2025
New Jersey Institute of Technology   Newark,NJ

Associates of Science in Computer Science Specialization in Programming   Sep 2020 - Dec 2022
Raritan Valley Community College   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

Lavner Education   Jun 2024 - Aug 2024
STEM Instructor Intern   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.

Buffalo Wild Wings   Aug 2021 - Nov 2022
Server   Flemington,NJ

- Engaged guests with specials and promotions, provided personalized recommendations, and efficiently handled inquiries using the POS system and menu display screens to drive revenue growth.
- Increased revenue per guest by utilizing effective upselling techniques, including bundle offers and strategic menu recommendations.
- Fostered a positive and collaborative work environment, boosting employee engagement, team morale, and overall teamwork through well-planned team-building initiatives.

Stop and Shop   Oct 2019 - May 2021
Front End Cashier   Flemington,NJ

- Maintained pricing accuracy by efficiently scanning items with a barcode scanner, reducing pricing errors and ensuring a seamless checkout experience.
- Resolved customer concerns by providing guidance and relevant information, improving customer satisfaction ratings through strong communication skills and effective use of knowledge management systems.
- Processed transactions quickly and accurately, handling cash, credit, and digital payments while maintaining a high level of efficiency and customer service.

PROJECTS

Systems Integration Project   Jan 2025 - May 2025
Role: DMZ Creation

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

Shadow Keep Game - Game Design Project   Jan 2025 - May 2025
Role: Level Design, UI 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