Graham Hughes

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[Linkedin](#) | [GitHub](#) | [grahamhughes.io](#)

Experience

Software Engineer | CiDRA Concrete | Wallingford, CT & Remote | October 2021 – Current

- Develops/maintains a rest api that supplies customers with IOT data.
- Creates internal tools and automation micro services with python.
- Initiated the move to continuous integration and continuous deployment using GitHub actions.

Idea Lab Shop Facilitator | Sacred Heart University | Fairfield, CT | October 2019 - August 2021

- Maintained and troubleshooted lab equipment and machinery.
- Trained patrons to use the machines and equipment.
- Discovered uses for machinery and related software to create different products.

General Programmer / Tool Programmer | The Beamer | Fairfield, CT | May 2020 – August 2020

- Helped develop a WebG educational game using unity.
- Created and maintained in house game dialog editor tool.

Creative Intelligence Lab Intern | Adobe | San Jose, CA | May 2019 – August 2019

- Researched running reinforcement learning experiments by teaching agents to navigate virtual environments.
- Created Docker containers to be run on the Adobe research cluster.
- Logged performance of training reinforcement learning experiments on CPU nodes vs GPU nodes.

Sound Design & Programming Intern | The Beamer | Fairfield, CT | Spring 2019

- Contributed and collaborated with a team to develop an educational game with funding from a National Science Foundation grant.
- Programmed in Unity Engine and sound design in Adobe Audition.

Help Desk Technician | Sacred Heart University | Fairfield, CT | May 2017 - October 2019

- Troubleshooted issues and administered software for students, faculty, and staff.

Software Engineering Intern | Centek Software/Engineering | Branford CT | Spring 2016

- Contributed to development for an add-in for 3d CAD program, Revit.

Skills

Languages: Python, Rust, C#, C, C++, SQL

Technologies: Docker, Git, redis, AWS, Unity Engine, Bash, Mozilla DeepSpeech

Education

Sacred Heart University, School of Computer Science & Engineering | August 2021

B.S. Computer Science with a Concentration in Game Development & Design

Clubs and Organizations:

Sacred Heart University – Institute of Electrical and Electronics Engineers (IEEE)/Association for Computing Machinery (ACM) Student Branch | 2017 – Present | Founding and Active Member

Sacred Heart University - Gender Sexuality Alliance | 2017 - 2021

GameDevCt community member | 2020 - Present

Awards and Acknowledgments

Best in Show | Global Game Jam | The Ferguson Library | 2018, 2019, 2020

First Place | SHU Innovation Challenge (Pitch Contest) | 2021