

Graham Hughes

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Experience

Software Engineer | CiDRA Concrete | Wallingford, CT | Oct 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 | Oct 2019 – Aug 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 – Aug 2020

- 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 – Aug 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 | Feb 2019 – Apr 2019

- 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 – Oct 2019

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

Software Engineering Intern | Centek Engineering | Branford CT | Apr 2019 – Apr 2019

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

Skills

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

Technologies: Docker, Git, Redis, AWS, Jira, 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: IEEE/ACM, Gender Sexuality Alliance

Awards

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

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