

Graham Hughes

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[GitHub](#) | grahamhughes.io

Education

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

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

Experience

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

- Maintained lab and troubleshooted 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 | Summer 2020

- Helped develop WebGL, an 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.
- Programed 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: C#, Python, C++, C, SQL, Rust

API / Technologies: Docker, Unity Engine, OpenGL, Git, Bash, Mozilla DeepSpeech

Software: Illustrator, Photoshop, Audition

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