

# Graham Hughes

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## Education

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

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

## Experience

**Idea Lab/Maker Space shop Facilitator | Sacred Heart University | Fairfield, CT | October 2019 to Present**

- Maintained lab and troubleshooted equipment and machinery.
- Train patrons to the maker space.
- Discovered uses for machinery and related software to create different products.

**General Programmer / Tool Programmer | The Beamer | Fairfield, CT | Summer 2020**

- Help developed WebGL 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 scalable, distributed reinforcement learning experiments by teaching agents to play games and navigate virtual environments.

**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 to 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**

- Founder and Active Member

**Sacred Heart University - Gender Sexuality Alliance | 2017 - Present**

**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**