

James Graham

GAME & TOOL DEVELOPER · AUDIO & GRAPHICS FREAK

Redlands, CA 92373 · Able to relocate within USA

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Summary

Hello! I have experience with, and passion for, creating highly responsive & performant games and tools. I have extensive experience in digital audio and music, and some moderate experience with 2D & 3D graphics and UI. I'm proficient in a variety of languages, but C++ is my specialty. I'm currently working on an embedded project and a 3D game in Godot in my free time.

Career

Expedite

Redlands, CA

MU RESTAURANT

Nov 2023 - Present

- Taking food and drinks out to customers, taking orders, bussing tables, making appetizers, helping with tech issues when necessary.

Accountant, Assistant & Web Consultant

Colton, CA

GRAHAM ENTERPRISES

Aug 2017 - Nov 2023

- Approximately doubled the amount of clients appraisers could take on by handling customer service, data-entry, photography and deliveries.
- Substantially reduced report turnaround time by designing a method to remotely submit report photography while out in the field.
- Reached new customers by improving our local SEO through Google My Business and some small updates to our web design.

Contributions

Bitcrusher for Godot | AUDIO EFFECT (DSP)

[🔗 godot/pull/68768](#)

C++, VISUAL STUDIO, MSVC, SCONS

Nov 2022

- Maintained optimal runtime performance by implementing an efficient DSP algorithm, and intentionally keeping the feature's scope narrow.
- Met the needs of Godot's userbase by adding an audio effect which is used in the types of games that Godot is often used to create.
- Wrote concise code which follows the best practices of the organization, and integrates with a large and complex codebase.

Projects

jamesgraham.dev | DEVELOPER WEBSITE

[🌐 jamesgraham.dev](#) [📧 m-o-marmalade/portfolio](#)

THREE.JS, JAVASCRIPT, CSS, HTML, WEBPACK, NPM, BLENDER

Mar 2022 - Present

- Developed an interactive water simulation in JavaScript which uses mouse/touch input to manipulate the normals of a refractive 3D mesh in Three.js.
- Achieved adaptive performance in Three.js by monitoring framerate at runtime and reducing rendering resolution when necessary.

Reform | MIDI-EDITING TOOL

[🌐 aqu.surf/reform](#) [📧 m-o-marmalade/reform](#)

LUA

Jun 2020 - Jun 2022

- Saved hundreds of man-hours for users by providing an efficient way to edit large selections of MIDI data interactively.
- Ranked as the 2nd most popular Renoise tool; estimated to be deployed on hundreds of users' machines.
- Boosted performance by roughly over 100x by developing an API which fetches Renoise project data and then automatically caches it Lua-side.

Paddles | MIDI-CONTROLLED GAME

[🌐 aqu.surf/paddles](#) [📧 m-o-marmalade/paddles](#)

LUA

Jul 2020 - Mar 2022

- Featured on the front page of the [Renoise website's Tools section](#) for 2 consecutive years.
- Implemented game audio by loading and editing instruments, effects, and MIDI pattern data into the current Renoise project at runtime.
- Built a 2D graphics rendering system from scratch in Lua, which displays to a grid of Renoise UI elements (colored buttons).

ConArtist | C++ CONSOLE/TERMINAL GRAPHICS LIBRARY

[📧 m-o-marmalade/ConArtist](#)

C++, WIN32 API, VISUAL STUDIO

Mar 2023 - Apr 2023

- Achieved framerates in the 1000's by implementing rendering optimizations in response to profiling analysis (lazy updating, color-based batching).
- Architected a Unicode-compatible ASCII graphics renderer with full ANSI color support, able to display 4-bit, 8-bit, and 24-bit colors simultaneously.
- Eased cross-platform development by writing highly portable C++, and decoupling the OS calls from the main systems of the library.

SNEK | CONSOLE/TERMINAL GAME

[📧 m-o-marmalade/SNEK](#)

C++, FMOD STUDIO, WIN32 API, CONARTIST, VISUAL STUDIO

Jun 2019 - Apr 2020

- Used FMOD Studio and its C++ API to playback music & SFX, beat-sync sound to player movement, and change DSP parameters based on score.
- Implemented user input, persistent high score saving, and graphical output through the ConArtist library, and the C++ Win32 API.

Skills

Technologies

C++, Lua, FMOD, HLSL, Godot, Unity, Embedded (Teensy, PlatformIO), Assembly (GBZ80)

Tools

Git (bash), Github, Visual Studio (C++), VS Code, Renoise, FL Studio, Blender, Aseprite, Photoshop

Interests

Drums & Percussion, Sound Synthesis, Music Production, Visual Art, Food, Nature, DDR, Retro Tech