

Richard Drum

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ABOUT ME

Drawing on experience in game development and education, I'm a skilled programmer with a passion for creating video games. I'm eager to leverage my skills and knowledge in the games industry.

EXPERIENCE

GAME DIRECTOR / ELESTRALS LLC MARCH 2023 - PRESENT

Managed development of two games simultaneously as both a developer and director. One mobile application, and one Desktop RPG.

GAME DEVELOPER / VOLCANOID GAME STUDIO FEBRUARY 2021 – DECEMBER 2021

Worked as a game developer for core game concept implementation.

EDUCATION

BA / COMPUTER SCIENCE AUGUST 2023 - PRESENT

Degree in Computer Science in progress at The University of Texas at Arlington.

SKILLS

- Problem solving
- Github Actions/DevOps
- AWS/Oracle Cloud
- MySQL/Postgres
- C/C++/C#
- Unity/Unreal

ACTIVITIES

My love for video games transcends mere play. Years spent delving into various genres have given me a player's insight into captivating mechanics. This fuels my development: I'm fluent in multiple programming languages and adept at different game engines. This versatility lets me tackle any project that ignites my creativity – a testament to both playtime and code mastery.