

RYLAN JAMES GRAHAM

Undergraduate Student

+34635967609 @ rylangraham02@gmail.com https://www.linkedin.com/in/rylanj-graham/ Barcelona, Spain

SUMMARY

Undergraduate Student Motivated and talented student with proven experience in Video Game Design & Development, Full Stack Web/Mobile Apps, programming languages and 3D Art. Friendly and confident individual, looking to learn!

LANGUAGES

English	Native	●●●●●
Spanish	Proficient	●●●●●
Catalan	Intermediate	●●●●●
Polish	Intermediate	●●●●●

VIEW MY WORK

-  Rylan Graham Portfolio
https://rylan-portfolio.vercel.app/
-  Github
github.com/RylanJGraham/

SKILLS

C++	JavaScript	Python
Html5	Css3	React.Js
Next.Js	Vite	Flutter
NodeJs	Tailwind	Framer
Firebase	Supabase	RapidAPI
AutoDesk Maya	Blender	
Z-Brush	Substance Painter	
Figma	Photoshop	Unity
Unreal Engine 4	Visual Studio	
Android Studio	Pycharm	

EXPERIENCE

AI-Enhanced UX Intern

Seat Cupra

01/2024 - Present Barcelona, Spain

- Leveraging Python, Unity Engine, and AI to streamline the design and functionality of Cupra UX, optimizing efficiency and functionality

MetaCupra Application Developer (Co-op Student)

Catedra Seat-Upc

08/2023 - 01/2024 Terrassa, Spain

- Leveraged Figma, Photoshop, and Unity Engine for the development of a gamified application accessible on Cupra car's Kombi

Alien Nemesis: UI Designer / Web Developer / 3D Artist

CITM-UPC Degree Project

01/2024 - 06/2024 Barcelona, Spain

https://shadow-wizard-games.github.io/Alien-Nemesis-Website/index.html

- Created and textured FBX assets using Maya and Substance Painter, and handled animation and rigging, equaling over 20+ assets.
- Designed all UI using Figma and developed the website with HTML and CSS for a top-down alien shooter game based on the Alien IP

VertX Game Engine: Engine Systems Engineer

CITM-UPC Degree Project

09/2023 - 01/2024 Barcelona, Spain

https://citm-upc.github.io/VertX-Game-Engine/

- Developed a C++ game engine with Visual Studio 2022, featuring mesh rendering, texturing, game object systems, and modular menu screens using SDL, OpenGL, ImGui, GLM, Assimp, and DevIL libraries.

WeatherTune: Lead Software Developer

CITM-UPC Degree Project

11/2023 - 01/2024 Barcelona, Spain

https://github.com/RylanJGraham/WeatherTune

- Implemented **Firebase** for data storage, integrated **OpenWeather & Google Maps APIs**, and with clean UI/UX with **Flutter** using **BLOC** state management

EDUCATION

BS: Video Game Design & Development

Universitat Politècnica de Catalunya

01/2021 - Present Barcelona, Spain

- Mobile Development / UI/UX Design / Marketing&Distribution / Gamification
- Physics I&II / Linear Algebra / Calculus I&II / C++ Programming I&II / AR&VR Dev.
- AI & Machine Learning / Engine Development / Video Game Development I&II

Bachelor's of Science - Mechanical Engineering

University of Alberta

08/2020 - 06/2021 Edmonton, Canada

- Organic&Inorganic Chemistry / Engineering Mechanics / Engineering Calculus I&II
- Physics (Waves,Optics,Sound) / Applied Linear Algebra / Matlab Computer Science