RYLAN JAMES GRAHAM

Undergraduate Student

+34635967609

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



Rvlan Graham Portfolio

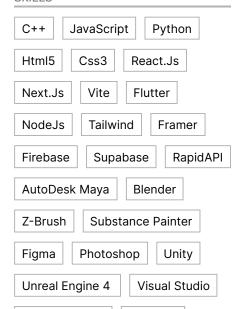
https://rylan-portfolio.vercel.app/



Github

github.com/RylanJGraham/

SKILLS



Pycharm

EXPERIENCE

Al-Enhanced UX Intern

Seat Cupra

葡 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

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

Parcelona, Spain **=** 01/2024 - 06/2024

Attps://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

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

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

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

Bachelor's of Science - Mechanical Engineering

University of Alberta

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

Android Studio