

# RYLAN JAMES GRAHAM

## Undergraduate Student

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Barcelona, Spain



## SUMMARY

Motivated and talented undergraduate student with proven experience in video game design and development, full-stack web and mobile app development, programming languages, 3D art, and machine learning. A confident and friendly individual eager to learn and grow in diverse tech fields.

## WORK EXPERIENCE

### Machine Learning Software Intern

#### SEAT Cupra

01/2024 - 08/2024 Barcelona, Spain

- Leveraged **PyTorch** ML, **Unity Engine**, and **Supabase PostgreSQL** to streamline the design & functionality of Cupra drivers UX, optimizing efficiency and adaptation.

### MetaCupra Application Developer (CO-OP Student)

#### Catedra SEAT-UPC

09/2023 - 01/2024 Terrassa, Spain

- Led development of a gamified application for Cupra's infotainment system, built with **Unity Engine**, **Figma**, & **Photoshop**.

## PROJECTS

### PokéRest: Full Stack Software Engineer

09/2024 - 09/2024 Barcelona, Spain

<https://pokerest-app.vercel.app/>

- Developed a full-stack **Next.js** web app using **TypeScript**, **Shadcn UI**, and **REST API** calls to fetch data from PokéAPI.
- Implemented dynamic routing, search filtering, and functional API data retrieval for detailed Pokémon information.
- Completed project within 6 hours, demonstrating ability to deliver a responsive, stylish, and functional web app under time constraints.

### VertX Game Engine: Engine Systems Lead Engineer

09/2023 - 01/2024 Barcelona, Spain

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

- Implemented a game object component system with recursive hierarchy sorting, parenting, and entity assignment, including mesh, transform, and texture management.
- Developed scene serialization with load/save capabilities, implemented an intuitive asset window, and integrated a comprehensive audio system.

### WeatherTune: Lead Software Developer

09/2023 - 01/2024 Location

<https://github.com/RylanJGraham/WeatherTune>

- Developed a Weather Application, built by leveraging **Flutter** BLOC states, **Firestore** authentication & data storage, and **RESTful API's**.

## EDUCATION

### BS: Video Game Design & Development

#### Universitat Politècnica de Catalunya

09/2021 - Present Barcelona, Spain

- C++ Programming I&II / Mobile App Dev / UI/UX Design / Machine Learning / AR-VR Dev / Game Engine Dev / Video Game Dev / Data Visualization

### BS: Mechanical Engineering

#### University of Alberta

08/2020 - 06/2022 Edmonton, Canada

- Organic & Inorganic Chemistry / Engineering Mechanics / Engineering Calculus I&II / Acoustic & Fluid Dynamics / Linear Algebra

## VIEW MY WORK



### GitHub

RylanJGraham



### My Portfolio

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

## LANGUAGES

### English

Native



### Spanish

Proficient



### Polish

Intermediate



### Catalan

Intermediate



## SKILLS

### Programming Languages

C++

Python

JavaScript

Matlab

### Full Stack Development

HTML5

CSS3

React

Next.js

Flutter

Firebase

Supabase

Dart

Tailwind CSS

PostgreSQL

REST API

### Art & Design

Blender

Figma

Adobe Suite

Substance Painter

Maya

Z-Brush

### Video Game Design & Development

Unity Engine

Unreal Engine

C#

### IDE's

VS Code

Visual Studio

Google Colab

Android Studio

PyCharm

### Libraries & Tools

PyTorch

YOLO

OpenCV

OpenGL

Microsoft Office

Google Workspace

Github

Git

AWS

Azure