

Brian Graf

Junior Web Developer

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I have been working as a cook for the past four years, but I have also been teaching myself to program for video games for the past four years. I have created several games on my own: writing code, creating art, and designing the game. I taught myself through online tutorials and experimentation, and I hope this desire to learn will put me above the rest.

First I have my programming experience until present, then I have my work experience until present.

Programming Experience - 4 Years

2015-2016

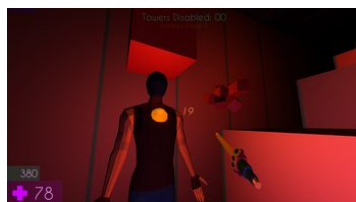
Discovering my Love for Programming

In my junior year of high school, I took a programming course, because people said it was easy. I fell in love immediately. **Every weekend and all summer, I learned** how to program and started making my first few games.

2017-2019

First Major Project : Light Combo Shooter

Through my senior year, I **continued to learn game creation**. After I graduated, I forced myself to dive into a project and finish it. I **learned how to model 3D art**, brought on a friend to do sound design, and **programmed the entire project**. It was a beautiful mess of a game which no one should



play.

2019-Present Studying Art & Cleaning my Code

As a new year's resolution, I **created two game projects** in 2019 and **began studying art seriously**. I think the difference between the two game screenshots shows that. I also worked on **organizing and properly documenting my code**.



```
71 }
72
73 private void EnableEvents()
74 //Enables all event for this script.
75
76 private void DisableEvents()
77 //Disables all event for this script.
78
79 private void Update()
80 //Called periodically.
81
82 //require: M1000000
83 //Methods which are particular to the main function of this script.
84
85 void CheckAllSlots()
86 //Checks all slots to see if they hold equipment. If so, that equipment is added to our list of equipment.
87
88 {
89     mSlotsFull = true; //We initially set this to true, because if it is false, then it will be set to false in the following method.
90
91     for (int iSlot = 0; iSlot < mSlots.Length; iSlot++)
92     {
93         if (mSlots[iSlot].ChildCount > 0)
94         //If the slot, iSlot, has children, then there is equipment attached to it, so...
95         {
96             mEquipment[iSlot] = mSlots[iSlot].GetChild(0);
97             //Assign the child object of the slot to the respective equipment slot. We use the first child slot, because one slot should only contain one item.
98         }
99         else
100         {
101             //The slot is empty, meaning it has no equipment attached. This is not a problem.
102             mSlotsFull = false;
103             //If one slot is empty, then they are not all full.
104         }
105     }
106 }
107
108 void CheckForNearbyItems()
109 //Checks an area around the player for nearby items. If an item is found, this will try to pick it up if an equipment slot is empty.
110
111 {
112     Collider[] HITS = Physics.OverlapSphere(transform.position, mItemDetectionRadius);
113 }
```

Work Experience - 4 Years

2015-2016

Unwined: Bar and Bistro

This was my first job as a cook, and it was at a real restaurant. The day of the interview, I was teaching myself how to cut an onion. I was nervous going into the interview: what questions would they ask? Was I qualified enough? Ironically, they asked me one question : “When can you work?”

Although I had no experience cooking, I learned fast and quickly adapted to the fast paced atmosphere. I will be forever grateful for the opportunity they gave me.

2017-2018

Native Grill & Wings

I started off saucing wings, and I quickly become known as the “**wing master**”. One night I remember was an order for 140 wings, and my friend challenged me to finish it as quick as possible. I got it done in 5 minutes.

2018-2019

Boston Market

Before Boston Market, I had never serviced customers face to face. But since we were short staffed when I started, I ended up **learning all of the positions**, including cashier. Over the year my **customer service has improved** a great deal, and I have mastered my cooking skills.

2019-Present

Snooze

Snooze is by far the busiest restaurant I have worked at, but I love the work, the people, the food, and the atmosphere. I have quickly been promoted to a new position, and I hope to continue mastering my skills.

Education

Mountain Pointe High School Graduate

Class of 2017.

Arizona State University Student

Class of 2022.

Interests

Game Design

I have created several video games over the past four years and I hope to make a career out of it some day.

Walking my dog

I love walking my dog in the morning and evenings whenever I have free time. He is a mix of a labrador and weiner dog, which makes a good laugh for anyone who sees him.

Dungeons & Dragons

I enjoy getting together with my friends and DMing with them. It's essentially like meeting up with friends to play improv and board games at the same time.

Movies

I have a few movies that I will always rewatch: Blade Runner, Blade Runner, and Blade Runner.