Orlando, FL (can relocate)
(407) 575-4086

DREW GRAHAM

I make the games I want to play

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drewgrahamdev.com

SKILLS

Expert: C/C++, C#

Proficient: Java

Beginner: Python

Technologies: Unity, Git, GameSparks, Vuforia, iOS

General:

- Iterate ideas from prototype to product
- Deliver under strict deadlines
- Jump headfirst into unfamiliar territory
- Work closely with designers and content creators
- Write detailed documentation, summarizing complex topics in concise language

WORK

Night Kitchen Interactive — ***Unity Developer*** — ***Fall 2018 - Spring 2019***

- Developed UI/map functionality for Lost & Founders, a location-based AR app that engages users with their local history
- Created Xfinity AR app that leverages mixed-reality to streamline Comcast training procedures
- Managed iOS build pipeline and documented for future developers
- Rebuilt/maintained company website during DDOS attack

Acention — ***Unity Developer*** — ***Fall 2017 - Spring 2018***

- Wrote and maintained GameSparks networking infrastructure used to connect players
- Spearheaded creation of company's newest game, Highway Heist
- Drafted and implemented player customization, providing progression to supplement gameplay

Bayada Home Health Care — ***Software Developer*** — ***Fall 2016 - Spring 2017***

- Developed AngularJS web applications used by clients and employees
- Extended .NET backend functionality via test-driven development in Fitnesse and NUnit

PROJECTS

Flashback — ***Independent Project*** — ***Summer 2020***

- A time-traveling puzzle game developed for Brackeys Game Jam
  - Out of ~2000 submissions, our game was ranked 11th best overall
- Established efficient level design pipeline, allowing us to prototype level concepts in minutes
- Designed and implemented "rewind" system that repeats player's actions across time loops

proc_map — ***Class Project*** — ***Winter 2020***

- A procedural 2D map generator written in C++
- Creates landscapes from 3D heightmaps generated via the diamond-square algorithm

Boids! — ***Independent Project*** — ***Fall 2019***

- Flocking simulation that models the movement patterns of birds
- Optimized collision detection, quadrupling performance while simulating hundreds of birds at 60 FPS

Holy Tester — ***Class Project*** — ***Summer 2019***

- A procedurally generated roguelike dungeon crawler
- Designed modular enemy AI system, granting extensive code reuse and unique enemy behaviors
- Integrated enemies into level generation, allowing designers to control random enemy encounters

EDUCATION

Drexel University — ***Class of 2020***

- Bachelor's in Computer Science (3.14 GPA) | Concentration in Game Development and AI

Relevant Coursework:

- Multivariate Calculus
- Linear Algebra
- Machine Learning / AI
- Game AI
- Systems Architecture/Programming
- Software Design/Engineering

PERSONAL

Awards:

- Eagle Scout (2015), Drexel Office of Disability Resources Endorsed Note Taker (2017)

Bucket List:

- Learn to kickflip, create an AI that tries to kill me, ~~go skydiving~~ (again but higher)