

DREW GRAHAM

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I make the games I want to play

SKILLS

Expert: C#
Proficient: C/C++, Java
Beginner: Python, Scheme/Racket

Technologies: Unity, Git, Unix, Photoshop/Illustrator, Maya/Mudbox

General:

- Disaster management
- Breaking large problems into small, manageable tasks
- Working closely with designers and content creators
- Jumping headfirst into unfamiliar territory
- Embracing what I know (and acknowledging what I don't)

WORK

Night Kitchen Interactive

Unity Developer

Philadelphia, PA

Fall 2018 -
Spring 2019

- Created interactive digital experiences for various clients
 - Developed UI/map functionality for Lost & Founders, a location-based AR app that engages users with historical figures
 - Created Xfinity AR app used to train Comcast technicians, leveraging mixed-reality to streamline training procedures
- Documented iOS TestFlight procedures and trained developers
- Rebuilt/maintained company website during DDOS attack

Acention

Unity Developer

Philadelphia, PA

Fall 2017 -
Spring 2018

- Wrote and maintained networking infrastructure used to connect players
- Spearheaded creation of company's newest game, Highway Heist
- Drafted and implemented player profile customization features
 - This provided an engaging progression system to supplement the core gameplay loop

Bayada Home Health Care

Full Stack Software Developer

Moorestown, NJ

Fall 2016 -
Spring 2017

- Developed AngularJS web applications used by clients and employees
- Extended .NET backend functionality via test-driven development
 - Regression testing in Fittesse allowed us to verify integrity of our sprawling feature base
- Researched viable protocols for integrating employee SSO (single-sign-on), safeguarding credentials from data breaches

PROJECTS

proc map

Class / Independent Project

- A procedural 2D map generator written in C++
- Creates landscapes from heightmaps generated via diamond-square algorithm
- Allows user to control size, landscape, and foliage of generated maps

Drexel University

Winter 2020

Holy Tester

Class Project

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

Drexel University

Summer 2019

Surface Tension

Class Project

- Puzzle-platforming game based on manipulating surfaces
- Drove development of systems controlling player/surface mechanics
- Fleshed out level development pipeline, allowing designers to conceive and pump out levels within hours
 - This resulted in over 20 playable levels created within 5 weeks

Drexel University

Spring 2018

This Is Trump

Hackathon Game

- 2D side-scrolling parody game about Donald Trump running for president
- Created sprites for Trump, the Bad Hombres and Biased Liberal Media
- Designed algorithm to generate enemy waves of increasing intensity

YCP Hacks

Fall 2016 -
Spring 2017

EDUCATION

Drexel University

College of Computing and Informatics – 3.11 GPA

- Major in Computer Science
- Concentration in Game Development and AI

Philadelphia, PA

September 2015 -
June 2020

Relevant Coursework:

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

PERSONAL

Awards:

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

Bucket List:

- Learn to kickflip
- Buy a house
- Create an AI that tries to kill me
- Go skydiving (higher)