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

DREW GRAHAM

I make the games I want to play

dmg9626@gmail.com
drewgrahamdev.com

SKILLS

Expert: C/C++, C#
Proficient: Java
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

Technologies: Unity, Git, GameSparks, Vuforia
Beginner: Python

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 profile customization, providing progression to supplement gameplay

Bayada Home Health Care — ***Full Stack 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

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*** — ***Winter 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

Surface Tension — ***Class Project*** — ***Spring 2018***

- 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 in hours
  - This resulted in over 20 playable levels created within 5 weeks

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)