

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 cultural institutions and companies
 - Developed UI and map functionality for Lost & Founders, a location-based AR app, to engage users with historical figures
 - Created Xfinity AR app used to train Comcast technicians, leveraging mixed-reality for more effective training procedures
- Documented iOS TestFlight procedures to expedite future builds for developers
- Rebuilt/maintained company website during DDOS attack
 - Reconstructed MySQL database from old backups
 - Propped up quick-and-dirty replica of site within three days

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
 - Players could distinguish their avatar with unlockable cosmetics
 - This provided an engaging progression system to supplement the core gameplay loop
- Ensured quality by testing builds thoroughly before releasing to players

Bayada Home Health Care

Full Stack Software Developer

Moorestown, NJ

Fall 2016 -
Spring 2017

- Familiarized self with full-stack development, from dev-ops to database
- Developed AngularJS web applications used by clients and employees
- Extended .NET backend functionality via test-driven development
 - Regression testing in Fitnesse allowed us to verify integrity of our sprawling feature base
- Created SQL stored procedures to integrate applications with database
- Assessed viable protocols for integrating employee SSO (single-sign-on)
 - Consolidated numerous employee credentials (used for various enterprise services) into one Bayada account
 - This bolstered security by safeguarding credentials from data breaches suffered by those services

PROJECTS

Ikigai

Senior Design Project

Drexel University

Fall 2019 - Present

- Perspective-based 2D/3D puzzle game set in Japanese Ukiyo-e painting
- Delegated programming tasks based on design team's feature requests
- Trained design team to participate in proper Git workflow
 - This expedited our development and mitigated version control issues
- Created robust Player / Actor system
 - Seamlessly integrates complex features such as character swapping, perspective switching, and actor-specific UI updates
- Conducted frequent code reviews to ensure best practices were followed

Holy Tester

Class Project

Drexel University

Summer 2019

- A procedurally-generated roguelike dungeon crawler
- Designed and implemented modular enemy AI system
 - Enemy Tactic System allowed enemies to adapt behavior on the fly
 - Careful design considerations led to extensive code reuse, reduced development time, and unique enemy behaviors
- Integrated enemies into procedural level generation procedure
 - Configurable settings allowed designers to stage pseudo-random enemy encounters on a per-room basis

Surface Tension

Class Project

Drexel University

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

This Is Trump

Hackathon Game

- 2D side-scrolling parody game about Donald Trump running for president
- Created animated sprites for Trump and his enemies, the Bad Hombres and Biased Liberal Media
- Programmed player controls, enemy AI, game loop, etc. in C#
- Designed algorithm to control spawning, movement, etc. for 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 Programming
- Expected Graduation: June 2020

Philadelphia, PA

*Fall 2015 –
Summer 2020*

Relevant Coursework:

Computer Science / Mathematics

- Multivariate Calculus
- Linear Algebra
- Discrete Mathematics
- Machine Learning
- Artificial Intelligence
- Systems Architecture/Programming
- Software Design/Engineering

Game Development / Production

- Game Development Foundations
- Game Development Workshop
- Experimental Game Development
- Game AI
- Animation
- Computer Graphics Imagery

PERSONAL

Awards:

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