

1001 Temple Grove
Winter Park, FL 32789

DREW GRAHAM

I make the games I want to play

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SKILLS

Expert: C#
Proficient: C/C++, Java
Beginner: Python, Javascript

Technologies: Unity, Git, Unix, Maya/Mudbox

General:

- Disaster management
- Sharp eye for quality and detail
- Delivering under strict deadlines
- Working closely with designers and content creators
- Jumping headfirst into unfamiliar territory
- Breaking large problems into small, manageable tasks

WORK

Night Kitchen Interactive

Unity Developer

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

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

Fall 2016 - Spring 2017

- 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
- Researched viable protocols for integrating employee SSO (single-sign-on), safeguarding credentials from data breaches

PROJECTS

proc map

Class Project

Winter 2020

- A procedural 2D tile-based map generator written in C++
- Creates landscapes using 3D heightmaps generated via diamond-square algorithm
- Allows user to control size, water level, and foliage of generated maps

Boids!

Independent Project

Winter 2019

- Flocking simulation that models the movement patterns of birds
- Implemented boid behaviors based on [Craig Reynolds' seminal 1987 paper](#)
- Exposed flocking parameters, allowing users to tweak to their liking
- Optimized collision detection, boosting performance by a factor of 4

Holy Tester

Class Project

Summer 2019

- 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

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

September 2015 - June 2020

- Bachelors in Computer Science – 3.14 GPA
- Concentration in Game Development and AI

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