

DOUGLAS GRAHAM

GAME DESIGNER, LEVEL DESIGNER, PROGRAMMER

PROJECTS

Bubono's Bumperland, Product lead, lead designer, programmer

August 2024 - March 2025

- Led a team of five through the entire development process
- Designed the game's core features, enemies, mechanics, and level layouts
- Executed level designs and set dressed all levels
- Programmed the game's core physics and mechanics as well as did bug fixing and optimization

Bubble Breach (Global Game Jam 2025), Programmer, designer

- Set up five-character ability system
- Programmed enemy AI
- Designed and programmed "mini games"
- Assisted in cross-functional development
- Programmed obstacles throughout world

EXPERIENCE

Package Handler, FedEx, Savannah, GA

June – July 2024

- Lifted packages from trucks onto conveyor belts

Local esports tournament organizer, Savannah Slamma, Savannah, GA

May 2022 – March 2025

- Communication with venue owners (cafés, restaurants, etc.)
- Bracket/tournament setup and advertising (average 20-30 attendees)
- Attendee organization (taking fees, calling sets, reporting, etc.)

Crew Member, Dunkin', Nashville, TN

June 2021 – August 2023

- Poured drinks and cooked food
- Opened and prepared machines in the mornings
- Operated the drive-thru and front counter
- Took inventory and counted out the drawer
- Cleaned, restocked and closed in the evenings

Nashville, TN

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<https://douggraham.com>

EDUCATION:

March 2025

Savannah College of Art and Design

Savannah, GA

Bachelor of Fine Arts, Interactive Technology and Game Development

STRENGTHS:

Communication skills

Game design

Level design

Programming

Organization

PROFICIENT IN:

Unreal Engine

Unity

Jira

C++

C#

