

# 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"
- 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

(615) – 582-8141

adougraham@gmail.com

<https://www.linkedin.com/in/douglas-a-graham/>

dougraham.com

## EDUCATION:

March 2025

**Savannah College of Art and Design**

**Savannah, GA**

*Bachelor of Fine Arts, Interactive Technology and Game Development*

## SKILLS:

Team leadership

Game design

Level design

Programming

Organization

## PROFICIENT IN:

Unreal Engine

Unity

Godot

C++

C#

JavaScript



