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

DREW GRAHAM
I make the games I want to play

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SKILLS

Expert:	Proficient:	Beginner:	Technologies:
C / C++	Java	Python	Unreal Engine, Unity, Maya, Git, GameSparks, Linux

General:

- Iterate ideas from prototype to product
- Deliver under strict deadlines
- Apply 3D math to game programming
- Collaborate with designers and content creators
- Summarize complex topics in detailed documentation
- Analyze game design from the player's perspective

WORK

Night Kitchen Interactive   *Unity*   *Unity Developer*   *Fall 2018 - Spring 2019*

- **Implemented UI/map functionality for MuseumHost**, an iOS/Android AR app development platform for institutions looking to engage visitors
- **Created Xfinity AR app** that leverages mixed-reality to streamline Comcast training procedures
- **Managed iOS build pipeline** and documented process for future developers
- **Restored company website** from SQL backup during DDOS attack

Acention   *Unity*   *Unity Developer*   *Fall 2017 - Spring 2018*

- **Wrote and maintained live networking infrastructure** used to connect players
- **Spearheaded programming** of company's newest game, Highway Heist
- **Drafted and implemented player customization**, providing progression to supplement gameplay

Bayada Home Health Care   *ASP.NET*   *Software Developer*   *Fall 2016 - Spring 2017*

- **Developed AngularJS web applications** used by clients and employees
- **Extended backend functionality** via regression testing in Fitnesse and NUnit

PROJECTS

Project Velocity   *Unreal Engine*   *Independent Project*   *Winter 2020 - Present*

- A zippy first-person platformer with an emphasis on speed
- **Programmed dynamic swinging physics**, collaborating closely with designers to make it feel perfect
- **Engineered immersive sound effects** to help convey speed to the player

Flashback   *Unity*   *Independent Project*   *Summer 2020*

- A time-traveling puzzle game developed for Brackeys Game Jam
  - **Out of ~2000 submissions, our game was ranked 11th best overall**
- **Established efficient level design tools**, allowing us to prototype level concepts in minutes
- **Designed and implemented "rewind" system** that replicates player's actions across time loops

proc_map   *C++*   *Class Project*   *Winter 2019*

- A procedural tile-based map generator
- **Creates 2D landscapes from 3D heightmaps** generated via the diamond-square algorithm

Boids!   *Unity*   *Independent Project*   *Fall 2019*

- Flocking simulation that recreates the movement patterns of birds
- **Optimized collision detection, quadrupling performance** while simulating hundreds of birds at >60 FPS

EDUCATION

Drexel University   *Graduated 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 makes me breakfast, ~~go skydiving~~ (again but higher)