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

DREW GRAHAM

I make the games I want to play

		i make en	e games I want to play	
SKILLS Expert:	Proficient:	Beginner:		Technologies:
C / C++	Java	Python		Unreal Engine, Unity, Maya, Git, GameSparks, Linux
General:				
DeliverApply	e ideas from prototy r under strict deadli 3D math to game p	nes	 Collaborate with designers ar Summarize complex topics in Analyze game design from the 	n detailed documentation
WORK				E # 0010 0 1 001
<u>Night Kitchen</u>		Unity	Unity Developer eumHost, an iOS/Android AR app de	Fall 2018 - Spring 2019
institu • Create	tions looking to eng ed Xfinity AR app tl	age visitors hat leverages mixed	I-reality to streamline Comcast train d process for future developers	
			ip during DDOS attack	
<u>Acention</u>		Unity	Unity Developer	Fall 2017 - Spring 201
			astructure used to connect players	
-			ewest game, Highway Heist	
	-		ation , providing progression to suppl	0 1 0
	e Health Care	ASP.NET	Software Developer	Fall 2016 - Spring 201
			d by clients and employees	
	ded backend funct	cionality via regressi	ion testing in Fitnesse and NUnit	
PROJECTS				
<u>Project Veloci</u>		Unreal Engine	Independent Project	Winter 2020 - Presen
• A zipp	y first-person platfo	ormer with an emph	nasis on speed	
A zippProgra	y first-person platfo ammed dynamic sv	ormer with an emph vinging physics , col	nasis on speed llaborating closely with designers to	
A zippPrograEngine	y first-person platfo ammed dynamic sv	ormer with an emph vinging physics, col ound effects to help	nasis on speed llaborating closely with designers to o convey speed to the player	make it feel perfect
 A zipp Progra Engine 	y first-person platfo ammed dynamic sv eered immersive so	ormer with an emph vinging physics, col pund effects to help Unity	hasis on speed llaborating closely with designers to p convey speed to the player Independent Project	make it feel perfect
 A zipp Progra Engine Flashback A time 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga	ormer with an emph vinging physics, col ound effects to help Unity ame developed for E	nasis on speed llaborating closely with designers to o convey speed to the player	make it feel perfect
 A zipp Progra Engine Flashback A time o 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub	ormer with an emph vinging physics, col ound effects to help Unity ame developed for E missions, our game	hasis on speed llaborating closely with designers to p convey speed to the player Independent Project Brackeys Game Jam	make it feel perfect Summer 202
 A zippy Progra Engine Flashback A time o Establ 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient lev ned and implement	ormer with an emph vinging physics, col ound effects to help <i>Unity</i> ame developed for E missions, our game el design tools, allo ted "rewind" system	nasis on speed Ilaborating closely with designers to to convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac	make it feel perfect Summer 202 s in minutes cross time loops
 A zippy Progration Engine Engine Flashback A time A time Estable Design Droc map 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient lev ned and implement	ormer with an emphy vinging physics, color ound effects to help <i>Unity</i> ame developed for E missions, our game el design tools, allo ted "rewind" syster C++	nasis on speed llaborating closely with designers to p convey speed to the player Independent Project Brackeys Game Jam e was <u>ranked 11th best overall</u> pwing us to prototype level concepts	make it feel perfect Summer 202 s in minutes cross time loops
 A zippi Progra Engine Elashback A time o Establ Design proc map A proc 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient lev ned and implement cedural tile-based m	ormer with an emphy vinging physics, color ound effects to help <i>Unity</i> ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator	nasis on speed Ilaborating closely with designers to to convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac Class Project	make it feel perfect Summer 202 s in minutes cross time loops Winter 201
 A zippy Progra Engine Flashback A time o Estable Design proc map A proc Create 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient lev ned and implement cedural tile-based m	ormer with an emphy vinging physics, color ound effects to help <i>Unity</i> ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator rom 3D heightmaps	aasis on speed Ilaborating closely with designers to to convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac Class Project s generated via the diamond-square	make it feel perfect Summer 202 s in minutes cross time loops Winfer 201 e algorithm
 A zippy Progra Engine Engine A time A time Establ Design Design A proc Create 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient lev ned and implement cedural tile-based m es 2D landscapes fi	ormer with an emphy vinging physics, color ound effects to help <i>Unity</i> ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator rom 3D heightmaps <i>Unity</i>	aasis on speed Ilaborating closely with designers to b convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac Class Project s generated via the diamond-square Independent Project	make it feel perfect Summer 202 s in minutes cross time loops Winter 201 e algorithm
 A zippy Progra Engine Flashback A time a time c Estable Design Design A proc Create Boids! Flockin 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient leven ned and implement cedural tile-based m es 2D landscapes finned simulation that re	ormer with an emphysics, colored effects to help Unity ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator rom 3D heightmaps Unity ecreates the moven	nasis on speed Ilaborating closely with designers to to convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac Class Project s generated via the diamond-square Independent Project ment patterns of birds	make it feel perfect Summer 2020 s in minutes cross time loops Winter 201 e algorithm Fall 201
 A zippy Progra Engine Engine Flashback A time Estable Design Design A proc Create Boids! Flockin Optim 	y first-person platfo ammed dynamic sv eered immersive so out of ~2000 sub lished efficient lev ned and implement cedural tile-based m es 2D landscapes fin ng simulation that re iized collision deter	ormer with an emphysics, colored effects to help Unity ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator rom 3D heightmaps Unity ecreates the moven	aasis on speed Ilaborating closely with designers to b convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac Class Project s generated via the diamond-square Independent Project	make it feel perfect Summer 202 s in minutes cross time loops Winter 201 e algorithm Fall 201
 A zippy Progra Engine Flashback A time Bestable Designe Designe A proce Create Boids! Flockin Optime 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient lev ned and implement cedural tile-based m es 2D landscapes for ized collision deter N	ormer with an emphysics, colored effects to help Unity ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator rom 3D heightmaps Unity ecreates the moven	nasis on speed Ilaborating closely with designers to to convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac Class Project s generated via the diamond-square Independent Project ment patterns of birds	make it feel perfect Summer 2020 is in minutes cross time loops Winter 201 e algorithm Fall 201 dreds of birds at >60 FPS
 A zippi Progra Engine Engine Flashback A time Estable Design Design A proce Create Boids! Flockin Optim EDUCATION Drexel Unive 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient leven ned and implement es 2D landscapes fr ng simulation that re lized collision deter N rsiły	ormer with an emphysics, colound effects to help Unity ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator rom 3D heightmaps Unity ecreates the moven ction, quadrupling	aasis on speed Ilaborating closely with designers to be convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts in that replicates player's actions ac <i>Class Project</i> s generated via the diamond-square Independent Project ment patterns of birds performance while simulating hunc	make it feel perfect Summer 202 is in minutes cross time loops Winter 201 e algorithm Fall 201 dreds of birds at >60 FPS
 A zippy Progra Engine Engine Flashback A time Estable Design Design A proce Create Soids! Flockin Optim EDUCATION Drexel Unive Bache 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient lev ned and implement cedural tile-based m es 2D landscapes fin ng simulation that ro ized collision deter N rsity lor's in Computer So	ormer with an emphysics, colound effects to help Unity ame developed for E missions, our game el design tools, allo ted "rewind" system C++ nap generator rom 3D heightmaps Unity ecreates the moven ction, quadrupling	nasis on speed Ilaborating closely with designers to to convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> owing us to prototype level concepts m that replicates player's actions ac Class Project s generated via the diamond-square Independent Project ment patterns of birds	make it feel perfect Summer 202 is in minutes cross time loops Winter 201 e algorithm Fall 201 dreds of birds at >60 FPS
 A zippi Progra Engine Engine Flashback A time Estable Design Design A proce Create Boids! Flockin Optime EDUCATION Drexel Unive Bache 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient leven ned and implement cedural tile-based m es 2D landscapes finnes ized collision deter lized collision deter sity lor's in Computer So rsework:	ormer with an emphysics, colound effects to help Unity ame developed for Emissions, our game el design tools, allo ted "rewind" system C++ hap generator rom 3D heightmaps Unity ecreates the movem ction, quadrupling	aasis on speed Ilaborating closely with designers to be convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> wing us to prototype level concepts in that replicates player's actions ac <i>Class Project</i> is generated via the diamond-square Independent Project nent patterns of birds performance while simulating hunce concentration in Game Development	make it feel perfect Summer 202 s in minutes cross time loops Winter 201 e algorithm Fall 201 dreds of birds at >60 FPS Graduate Class of 202
 A zippy Progra Engine Engine Flashback A time Estable Design Design A proce Create Boids! Flockin Optime EDUCATION Drexel Unive Bache Relevant Court Multivation 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient leven ned and implement cedural tile-based m es 2D landscapes finnes ized collision deter ized collision deter sity lor's in Computer So rsework: ariate Calculus	ormer with an emphysics, colored effects to help Unity ame developed for Emissions, our game el design tools, allo ted "rewind" system C++ map generator rom 3D heightmaps Unity ecreates the movem ction, quadrupling	aasis on speed llaborating closely with designers to b convey speed to the player Independent Project Brackeys Game Jam a was <u>ranked 11th best overall</u> bwing us to prototype level concepts in that replicates player's actions ac Class Project is generated via the diamond-square Independent Project nent patterns of birds performance while simulating hunc concentration in Game Development hg / Al Systems Architect	make it feel perfect Summer 202 is in minutes pross time loops Winter 201 e algorithm Fall 201 dreds of birds at >60 FPS Graduate Class of 202 cure/Programming
 A zippy Progra Engine Flashback A time Besign Design Design A proce Create Boids! Flockin Optim EDUCATION Drexel Unive Bache Relevant Court Multivation 	y first-person platfo ammed dynamic sv eered immersive so e-traveling puzzle ga Out of ~2000 sub lished efficient leven ned and implement cedural tile-based m es 2D landscapes finnes ized collision deter lized collision deter sity lor's in Computer So rsework:	ormer with an emphysics, colound effects to help Unity ame developed for Emissions, our game el design tools, allo ted "rewind" system C++ hap generator rom 3D heightmaps Unity ecreates the moven ction, quadrupling	aasis on speed Ilaborating closely with designers to be convey speed to the player Independent Project Brackeys Game Jam was <u>ranked 11th best overall</u> wing us to prototype level concepts in that replicates player's actions ac <i>Class Project</i> is generated via the diamond-square Independent Project nent patterns of birds performance while simulating hunce concentration in Game Development	Summer 2020 s in minutes cross time loops Winter 2019 e algorithm Fall 2019 dreds of birds at >60 FPS Graduated class of 202

Bucket List:

• Learn to kickflip, create an AI that makes me breakfast, go skydiving (again but higher)