

Graham Newman

Game Designer

A self-motivated undergraduate with proven skills in programming, game development, and team work.

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📍 Doraville, GA

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EDUCATION

BFA Interactive Design and Game Development Savannah College of Art and Design

09/2019 - 06/2022

3.50 GPA

Courses

- Interactive Design and Game Development Studio
- Applied Principles: Game Design
- Applied Principles: Programming
- Core Principles: Game Tech

Computer Game Design and Development Kennesaw State University

08/2017 - 05/2019

Transferred from here to SCAD

Courses

- Fundamentals of Game Design
- Programming and Problem Solving

WORK EXPERIENCE

Store Associate Newnan Country Club

05/2018 - 02/2019

Newnan, GA

Store Associate Tuesday Morning

09/2020 - 08/2021

Marietta, GA

ORGANIZATIONS

SCAD Atlanta Game Club (2021 - 2022)

Vice President

Boy Scouts of America (2005 - 2017)

Eagle Scout

VEX Robotics (2014 - 2015)

SKILLS

C#

Blueprint Visual Scripting

Processing IDE

Unreal Engine 4

Unity

Game Design Fundamentals

Maya

Microsoft Office

Google Drive

PERSONAL PROJECTS

Awake (2021 - 2022)

- Digital, isometric puzzle game centered around a young girl's journey through her dreams.
- Published to Steam.
- Role for Project - Development Lead.

Scourge of Ironhaven (2017)

- Cooperative card game for 2-5 players with legacy game elements.
- Role for Project - Lead Designer.

Dredge (2021)

- Casual board game for 2-4 players.
- Role for Project - Independent Designer.

INTERESTS

Digital Gaming

Tabletop Gaming

Backpacking

Reading