



# Graham Thompson

✉ [graham.m.thompson@gmail.com](mailto:graham.m.thompson@gmail.com)

📍 Gustavsberg, Sweden

☎ 0704589629

## Profile

I am an accomplished game developer with 8 years professional experience in the industry. I have managed a team of 5 fellow developers, providing knowledge and motivation to regularly hit tight deadlines and produce games the team are proud of.

I have designed, developed and overseen the release of over 100 games that have been played and enjoyed by millions of people around the world.

I have given lectures on game design and what to expect when entering the job market at my previous school and was on the Forsbergs school advisory board for several years.

## Employment History

### Lead Game Developer, Flarie, Stockholm

July 2018 — Present

- Managing a team of game developers
- Conducting interviews and on-boarding of new recruits
- Designing and building games from scratch through to release
- Conducting code reviews
- Working closely with artists to seamlessly merge game design and visuals
- Setting targets and deadlines
- Bug fixing

### Freelance Photo Retoucher, Multiple Photography Studios, London

April 2011 — April 2016

- High end professional retouching for multiple businesses and artists including Marks and Spencer, Master Chef, Armani, Adidas and Nike

### Lead Photo Retoucher, Harrods, London

July 2008 — April 2011

- In charge of all retouching both for the Harrods website and magazine publications
- Managing a small team

## Education

### Higher Vocational Education Diploma, Forsbergs Skola, Stockholm

August 2016 — May 2018

Game Design

### Photography B.A. Honours Degree, Southampton Solent University, Southampton

September 2001 — May 2004

Photography Degree

## Skills

Javascript  
C#

Typescript  
Photoshop

## Languages

English  


Swedish  


## Hobbies

Running, Climbing, Music, Gaming

## Internships

**Game Developer, Flarie, Stockholm**

February 2018 — July 2018