



Graham Thompson

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📍 Gustavsberg, Sweden

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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 almost 200 games that have been played and enjoyed for millions of hours 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#

Photoshop

Github

Typescript

Unity

Jira

Trello

Internships

Game Developer, Flarie, Stockholm

February 2018 — July 2018

Hobbies

Running, Climbing, Music, Gaming

Languages

English



Swedish

