CONNOR SHEA

GAMEPLAY PROGRAMMER

CONTACT INFORMATION

Connor.R.Shea@gmail.com
206.355.7222
in/connor-r-s
connorshea.me

LANGUAGES

C
C++
C#
Blueprints
Javascript (familiar)

ENGINES

Unity
Unreal Engine 4
Custom Engine
Zero Engine (Proprietary)

TOOLS

Visual Studio
SVN
GIT
Unity Xbox SDK
Unity Android SDK
Maya

SKILLS

Debugging
Rapid Prototyping
Gameplay Design
System Design
Encounter Design
Level Design

ACADEMIC PROJECTS

Gameplay Programmer
Sep. 2019 - Dec. 2019

Project Gungir - 3D Action Adventure *(Solo Project)*

- Programmed an expandable melee combat system, with 3 attacks that focused on various aspects of using the spear as a weapon.
- Built 5 levels, to teach player mechanics, with a system that would asynchronously load the next level, without a separate screen.
- Designed 3 mechanics for spear throwing abilities, with a summon, a teleport, and a penetrating throw, paying attention to player feedback.
- Wrote two AI systems using Unity navmesh with two attack ranges.

Gameplay Programmer / Director
Sep. 2018 - Dec. 2019

20XX MAXX - Vehicle Based Arena Shooter *(Team of 5)*

- Programmed and iterated a character controller that supported character customization, and optimized movement for 6 archetypes.
- Designed, programmed, and iterated on the game objective, focusing on the engagement curve during the match, and driving player action.
- Created standardized geometry in Unity3D to aid in level design.
- Optimized performance for 4 player split-screen on the Xbox One by reducing collision complexity and count, and physics efficiency.
- Implemented custom 2 tools to record, track, and accurately display game information to aid in the combat, and level design processes.

Designer / Technical Director
Sep. 2017 - Apr. 2018

Cut, Copy, Paste - 2D Puzzle Platfomer *(Team of 6)*

- Wrote a JSON serializer for a custom engine and editor with the ability to load well over 100 objects and levels.
- Programmed the physics component of the engine, along with AABB collision resolution, taking in account mass, friction, and restitution.
- Designed 4 levels with an emphasis on introducing new mechanics to aid player learning.

PROFESSIONAL EXPERIENCE

K-12 Teacher
Jun. 2019 - Dec. 2019

ProjectFUN

- Taught a high school programming summer school class over 3 weeks to 28 students, with a week long final project in Unity
- Created mobile development curriculum in Unity with an emphasis on touch input, camera input, and gyroscopic input and mobile UI.
- Led a group of ten 3rd graders on a week long development cycle for individual digital games focusing on level design, and best practices.

EDUCATION

Bachelors of Science in Computer Science and Game Design
DigiPen Institute of Technology — Expected Apr. 2020