Connor Douglas

Engineer
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Skills

Unity	Qt Creator
Visual Studio	Unreal Engine
Git	
Xcode	

Languages

C#	Javascript
C	OpenGL
C++	HTML/CSS
Java	HLSL/GLSL

Projects
Fall 2015-present   *View more projects on my website*

Kickshot Engineer
Spring 2018
- FPS, speed-running, rocket-jumping
- Built by a 16-person team, published on Steam
- Programmed/Designed UI, HUD
- HLSL waterfall and explosion effects

C# Unity (Steam)

Parts Per Million 10^{-6} Lead Engineer
Spring 2017
- Hex map RTS focused on environmental impacts and green society
- Built in Unity 5 with a team of 6
- Wrote procedural mesh generation of hex map

C# Unity (itch.io)

AgCubio Lead Engineer
Fall 2015
- Networked multiplayer game based off of the popular Agar.io game.
- Wrote screen-scrolling, physics, and collisions.
- Created MySQL database server accessible from a website.

C# Visual Studio MySQL SFML

PixelYen Engineer
Spring 2016
- Sprite drawing application with a suite of drawing tools
- Wrote layer and frame organizational system
- Animations can be exported into animated GIFs.

C++ Qt Magick++

Work Experience
Summer 2013-present

Punahou School
June 2017-August 2017
Summer School TA

- Middle school teaching assistant for Coding and Game Design course.
- Teaching MIT's visual scripting language Scratch to design and create simple games.

University of Hawaii UHERO
June 2013-August 2013
Summer Intern

- Responsible for website design, info-graphics and database organization for economic projects.
- Design interactive website using Ruby, Javascript, HTML, and Jquery.
- Work in a team setting to develop a web based API for UHERO's economic indicator data.

Education
Summer 2013-present

University of Utah
Salt Lake City, Utah
Fall 2014-Fall 2018
Major: B.S. Computer Science Entertainment Arts & Engineering (EAE)