Connor James Douglas

808-753-5032
http://cdouglas.io
cjdouglas96@gmail.com

Education

University of Utah

Salt Lake City, Utah
August 2014-present

Major: B.S. Computer Science
Entertainment Arts & Engineering (EAE)
emphasis
Senior year

Relevant Course Work

Computer Graphics
Interactive Computer Graphics
Database Systems
Advanced 3D Character Production
Traditional and Alternative Video Game
Development
Software Practice I, II
Computer Organization
Calculus I, II, III

Computer Skills

C#	Unity 5
C++	Visual Studio
Qt (C++)	Git/Github
Java	Qt Creator
OpenGL	Xcode
C	MonoDevelop
Javascript	Unreal Engine
Python	
HTML	
CSS	

Projects

Parts Per Million: 10^{-6}

Spring 2017 - Present
Hex map RTS focused on environmental
impacts and green society. Currently being
built by a team of 3 programmers and 3
artists in Unity 5.
C# Unity

Veloces

Fall 2016
2D local co-op hack and slash developed
with a team of 2 programmers and 2 artists.
Game was created in Unity 5 over the Fall
2016 semester.
C# Unity

PixelYen

Spring 2016

Sprite drawing application with a suite of
drawing tools. Includes a layer and frame
organizational system. Animations can be
exported into animated GIFs.
C++ Qt Magick++

AgCubio

Fall 2015
Networked multiplayer game based off of
the popular Agar.io game. Custom screen-
scrolling, physics, and collisions. Data from
games is saved to a MySQL server and
accessible through a site hosted by the game
server.
C# Visual Studio MySQL SFML

Work Experience

Punahou School

June 2017-August 2017
Summer School TA

• Assisted in teaching course, Coding and Game Design, to middle school kids.

University of Hawaii UHERO

June 2013-August 2013
Summer Intern

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

Activities

HackTheU Hackathon

November 2016
University of Utah

• 24 hour hackathon computer coding event.
• 2nd Place for Microsoft Xbox competition with a Unity physics-based ragdoll soccer game.

University of Utah Game Jam Club

2014-2015

• 24-72 hour game jams including Global Game Jam and Ludum Dare.

Trombone

2010-Present

• Performances at London: Cadogan Hall and New Years Day Parade; New York City: Greenwich Zinc Bar and Atrium; Boston: Berklee College of Music