

# Connor James Douglas

808-753-5032

<http://cdouglas.io>

[cjdouglas96@gmail.com](mailto:cjdouglas96@gmail.com)

---

## Education

### University of Utah

*Salt Lake City, Utah*

*August 2014-present*

Major: B.S. Computer Science  
Entertainment Arts & Engineering (EAE)  
emphasis  
Junior 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<sup>-6</sup>

*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

### 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.
- 2<sup>nd</sup> 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.

### Robotics Team

*2007-2014*

*Punahou Robotics*

*Coach Aaron Dengler*

- Design, build, fabricate and program competitive robots for the FIRST Robotics Competition
- Participate in all year round training program including safety, CAD, programming, engineering processes, electrical systems
- Robotics team competed in the following:
  - Hawaii Regionals 2011-2013
  - San Diego Regionals 2011
  - FIRST World Championship in St. Louis 2012

### 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