

# Connor Douglas

Game Engineer  
808-753-5032  
<http://cdouglas.io>  
[cjdouglas96@gmail.com](mailto:cjdouglas96@gmail.com)

## Skills

Unity  
Visual Studio  
Git  
Xcode

Qt Creator  
Unreal Engine

## Languages

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

## Projects

*Fall 2015-present*

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### **Parts Per Million 10<sup>-6</sup>** 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*

### **Veloces** Engineer

*Fall 2016*

- 2D local couch co-op hack and slash.
- Created in Unity 5 with a team of 3.
- Wrote player controller and various UI functions.

*C# Unity*

### **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*

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### **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*

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### **University of Utah**

*Salt Lake City, Utah*

*Fall 2014-Spring 2018*

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