

Connor Douglas

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University of Utah

Salt Lake City, Utah

Fall 2014-Spring 2018

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

Skills

Unity
Visual Studio
Git
Xcode

Qt Creator
Unreal Engine

Languages

C#
C
C++
Java

Javascript
OpenGL
HTML/CSS

Relevant Course Work

Interactive Computer Graphics
Database Systems
Traditional Game Development
Computer Organization
EAE Senior Project Capstone

Projects

Fall 2015-present

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

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++

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

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

Summer 2013-present

Punahou School

June 2017-August 2017

Summer School TA

- Middle school teaching assistant for Coding and Game Design course.
- Working with Scratch to 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.