Connor J. Douglas

Gameplay Programmer
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Skills
C++
Visual Studio
Source Control (Perforce/Git)
Game Engines (Unreal/Unity)
Multiplayer Scripting
Agile with SCRUM
Jira/Hansoft

Work Experience

Volition May 2019 – August 2023
Gameplay Programmer III

Saints Row (2022)
- Developed gold-standard missions with custom behaviors alongside a multi-disciplinary team
- Refactored designer-authored scripts for multiplayer using RPCs and synced states
- Wrote components for projectile behaviors and critical gameplay zones
- Debugged scripts, AI, and gameplay systems for mission stability
- Worked within an in-house C++ engine (CTG Engine) and codebase
- Inherited and maintained QTE system

C++ Scripting CTG Engine (Epic)

Saints Row (2022) DLC
- Created two extra missions for DLC, one of which was gold-standard
- Worked closely with mission designers from prototype to release
- Adapted missions alongside shifts in core direction from studio leadership

Projects

Kickshot Spring 2018
Programmer
- Kickshot is an FPS, rocket-jumping, grappling, speed running game
- Built by a 16-person team, published on Steam
- Programmed UI, HUD
- Created HLSL waterfall and distortion VFX

C# Unity (Steam)

AgCubio Fall 2015
Programmer
- Networked multiplayer game base off of the popular Agar.io game
- Wrote screen-scrolling, physics, and collisions
- Created MySQL database for player data

C++ SFML MySQL

Parts Per Million 10^{-6} Spring 2017
Gameplay Programmer
- Hex map RTS focused on environmental impacts and green society
- Programmed procedural mesh generation of hex map island
- Built in Unity 5 with a team of 6 over a semester

C# Unity (itch.io)

PixelYen Spring 2016
Programmer
- Sprite drawing application with tool suite
- Wrote editing layer and frame system
- Exports to gifs using Magick

C++ Qt Magick++

Education

University of Utah Fall 2014 – Fall 2018
B.S. Computer Science with Entertainment Arts & Engineering (EAE)

Punahou School 2001 – 2014
Honolulu, Hawaii