

# Connor James Douglas

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## 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<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

### **Punahou School**

*June 2017-August 2017  
Summer School TA*

- Middle school teaching assistant for course in Coding and Game Design

### **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

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### **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.

### **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