

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
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: 10⁻⁶

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

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.
- 2nd 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

2010-2014

- Performances at London: Cadogan Hall and New Years Day Parade; New York City: Greenwich Zinc Bar and Atrium; Boston: Berklee College of Music

