

# Connor Wilby

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**Portfolio:** <https://cjace33.github.io/>

## Personal Profile

Games change the world. With games we can create an interactive experience that allows us to convey a much more immersive and personal experience than would otherwise be possible. From a very young age I have enjoyed reading fantasy and sci-fi novels and I always wanted to be able to do magic. Playing games gave me some of that feeling, but I wanted to go deeper. Programming is modern magic, limited only by what your abilities are, and I would like to work for a company that allows me to expand those abilities and make others feel magic.

## Education

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### **2015-2018 University of Suffolk**

Modules include:

- Algorithms and Data structures
- **Artificial intelligence for games**
- Emerging Technologies
- **Game Engine Development**
- Introduction to Design Methods
- **Managing Games Production**
- Networking
- **Programming for Graphics**
- Software engineering and design

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### **2011-2013 Suffolk One**

English Literature	A-Level	B
English Language	A-Level	C
ICT A-Level	A-Level	C

### **2006-2011 Stoke High School**

Additional Science	GCSE	B
Science	GCSE	B
Media Studies (Double award course)	GCSE	BB
English Literature	GCSE	B
English	GCSE	B
Mathematics	GCSE	C
D&T: Product Design		C
OCR Level 2 National Award in ICT		Pass

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## Key Skills and Projects

Though my degree is programming based, I have become familiar with many other aspects of game production and software development including basic design skills and the importance of communication and management. Over the course of my degree I have created five games in the group project module and significantly more than that for other assignments and I have learned and improved each iteration.

### Skills

- C++
- C#
- JIRA and Agile development
- Unity 2D/3D
- Github
- Adobe Photoshop
- Visual studio
- Discord
- Microsoft Office
- Python
- HTML5/CSS

## Hobbies and interests

The Dragon's initiative is a club that I co-founded to provide a place to play D&D. It currently hosts six games of D&D over the course of four weeks, two of which I DM and another two of which I play in. The club is based in Gainsborough community library.

DI was founded off the back of a previous club named M.I.A, which had provided a similar space for wargames and tabletop RPG's, however it eventually became unsustainable. Leigh Woolard and I co-founded DI using our experience as committee members at M.I.A to avoid the same mistakes the old club was plagued by.

I enjoy the responsibility of running the club, arranging for new games to take place, as well as open days and my own responsibilities as a GM.

I enjoy creating assets for these games, using photoshop to create maps and magic item cards and even some programs to help me while I GM. You can find a few of the more polished ones on my portfolio. D&D gives me a feel for the design side of games, crafting player experience and combining all of my individual skills into something cohesive and then sharing it with others.