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P H O N E   (3 1 0)   5 9 5 - 5 6 3 3   •   E - M A I L   CONNER.ATWORK@GMAIL.COM
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PAUL CONNER

WORK EXPERIENCE

July. '14 – Present   Google – **Software Engineer**

Work on YouTube ads. Specifically working on YouTube's native Android app. Work with different apps and different teams (different ads teams, YouTube main team and other teams at Google). Designing, implementing, and testing many ads-related features. Helping others get what they need to get their job done.

Sept. '13 – May '14   Zindagi Games – **Software Engineer**
Worked on Frontend Presentation creating screens and backend systems in C++ and Lua. Later branched off into Systems work. Worked in C# for mobile game, Crazy Kitchen, and helped develop dynamic content download system. Worked in Unreal Engine 4, using both C++ and Blueprints.

Aug '11 – May '13   USC – Programming Game Engines & Professional C++ – **T.A.**
Help students learn about C++ nuances and good programming practices. Topics: SVN, SIMD, Memory Allocators, Class Architectures, 3D Game Environments, Input, HLSL, DirectX, C++ 11, Design Patterns, Compilers, Virtual Machines, etc.

July '10 – Sept. '12   Alpha Science Education Institute – **Computer Programming Instructor**
Created curriculum and syllabi. Taught Intro Computer Architecture and Theory, C++, and Java.

PROJECTS

April '13 – May '13   USC – Immersive Games: Meth Truck: **Engineer / Technical Artist**
Use the Prime Engine (C++) to create our game on both Xbox 360 and iPad.

Aug '12 – May '13   USC – Final Games: Conclave – **Lead Engineer**
Work on project with 20+ other students. Bridge between different teams, get work complete through others. Work with C++ and the Source engine to implement gameplay.

June '09 – Present   Twilight Horizon Entertainment – **Lead Engineer/Game Design**

Working with C#, C++, and XML. Designing game mechanics, characters, etc. Coding libraries, frameworks, gameplay, and engine features. Leading Indie video game team; focusing strongly on paper-prototyping and documentation.

EDUCATION

Aug '10 – May '13   University of Southern California
B.S. in Computer Science (Games)   Los Angeles

C.S. GPA: 3.7

Sept '06 – Aug '10   Santa Monica College
A.A.'s in Computer Science and Computer Programming   Santa Monica

STRENGTHS

C/C++, C#, Objective-C, Assembly, HLSL, Java, Javascript, ActionScript, Lua, UE4, Subversion, Perforce, Linear Algebra, Usability Testing, being communicative and persistent.

INTERESTS AND ACTIVITIES

Game design theory, cooking or baking, listening to a variety music, playing video games (mostly League of Legends, Minecraft, and various puzzle games and MMOs).