

PAUL CONNER

WORK EXPERIENCE

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.

July '07 – Sept '07 Fantasy Prone Interactive – **Production Assistant**

Worked on Space Balls: The Animated Series. Process Flash story boards and drawings.

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).