

# Connor Cunningham

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<https://github.com/Chpcunningham>

Montréal, Canada

## SUMMARY OF QUALIFICATIONS

Finishing student in **Game Development** seeking an **internship** to apply my skills in programming, artistic design, and storytelling. Passionate about creating engaging games with **strong problem-solving and teamwork** abilities. Thriving in fast-paced, creative environments where innovation meets technology.

## EDUCATION

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|---|------------------------------|
| <b>DCS-Computer Science Technology</b><br>LaSalle College, Montreal, QC | 2024 – Present               |
| <b>DES-Secondary School</b><br>John Rennie Highschool                   | 2010 – 2015<br>City, Country |

## Certifications:

## PROFESSIONAL EXPERIENCE

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|--|---------------------------------|
| <b>Logistics Coordinator</b><br>Everypoint Solutions | 2017 – 2022<br>Montréal, Canada |
|--|---------------------------------|

- Technical Optimization: Automated asset workflows using scripting principles, reducing processing time.
- Cross-Functional Development: Coordinated Europe and North American teams to ship solutions under tight deadlines.
- Live System Debugging: Resolved Critical Failures to systems with minimal downtime.
- Agile Adaption: Iterated operational strategies weekly using Scrum methodologies.

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| <b>Section Manager</b><br>Metro | 2022 – 2023<br>Montréal, Canada |
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- Data-Driven Systems: Utilized SQL inventory tracking solutions to reduce discrepancies.
- Live Operations Leadership: Directed staff in high-pressure environments handling multiple transactions daily.
- Customer Relations: Maintained satisfaction rate through customer-centric problem-solving.

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| <b>Claims Agent</b><br>Assistenza International | 2023 – Present<br>Montréal, Canada |
|---|------------------------------------|

- Technical Analysis & Documentation: Conducted claim investigations, improving data accuracy through systematic verification protocols.
- Agile Workflow Management: Handled concurrent technical cases in deadline-driven environment with on-time resolutions.
- Conflict Resolution: Negotiated technical compromises in disputed claims using player psychology principles.

## SKILLS & KNOWLEDGE

**Technical Skills:** C++, C#, Unreal Engine, Unity Engine, Blueprints, Blender, Git

**Personal Skills:** Team Collaboration, Leadership, Strong Communication, Problem-Solving, Conflict Resolution

**Languages:** Fluent: French      Native: English      Elementary: Gaelic

## Interests:

- Creating digital/painted art and DIY builds fuels my innovation, while exploring international flavors and nature trails with my partner and pets inspires fresh perspectives.