

Connor Clifford Jones

Stoke-on-Trent . 07496559827. cj4153989@gmail.com . www.linkedin.com/in/ConPort

Personal Statement

Eager game programmer passionate about learning with 3 years of game development practice/experience whilst studying at Staffordshire University. I seek experience to expand my programming knowledge by creating immersive and engaging experiences for future employers. Committed to learning new skills and utilising current ones to push the limits of what is possible and contribute to the repository of the gaming industry.

Skills

- Game Design and Programming
- Knowledge of programming languages including C#, C++ and Python
- Debugging and problem-solving skills
- Creation of tests for code
- Research and resource location skills
- Proficiency in Gameplay Programming

Personal Experience

Technical Designer – 10/24 – Present

Team Plague:

- Developing player controller solutions using C++ and blueprint in Unreal Engine 5
- Developed mechanic prototypes to solve problems within a vertical slice
- Assisted with debugging small problems
- Project continues to grow with further contributions

Student Junior Programmer – 03/24 -05/24

Team 32:

- Programmed gameplay elements as part of a collaborative university group project focusing on player controller mechanics
- Programmed a pickup system which allowed the player to interact with objects by manipulating physics and object transforms

Student Lead Programmer – 03/25-05/25

Team 21:

- Led a team of student programmers to develop a game using C++ within Unreal Engine 5.4, skills such as utilising C++ and blueprint together were

used to further utilise functions and data tables for handling creature data and capturing systems

- **Creating base class scripts to be used for weapon and creature types used within the game**
 - **Created data tables to handle creature assets and data such as walk speed and skeletal meshes to allow for variety**
 - **Assigned tasks to programmers and designers to create a schedule for the team to follow throughout development cycles**
 - **Created tutorial videos to teach how to correctly use resources such as GitHub or how to use a specific script**
-

Education

Computer Game Design and Programming

Staffordshire University

2022 – Present

BTEC Level 3 Computing

Coleg Sir Gar

2020 – 2022

GCSE (English, Maths, Science Music, Welsh, IT, Art)

Ysgol Maesydderwen

2015 - 2020

Languages

- **English – Native**
- **Welsh – Intermediate**

Hobbies & Interests

- Snowboarding with friends at dry slopes or abroad, I enjoy travelling in general and I am interested in travelling most of the world including riding the Alpes.
- I have an interest in learning new languages to broaden my knowledge and to make myself more desirable as an employee
- Computers are my passion; in my own time, I learn new programming techniques and develop personal projects.
- I enjoy developing small indie games which allow me to develop my skills as a game developer whilst creating something myself and friends can enjoy