Connor Clifford Jones

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

Portfolio: https://conmanconnor.github.io/ConnorPortfolio

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**
- **Advanced Knowledge of GitHub, 3 years' experience using GitHub**

Personal Experience

Technical Designer – 10/24 – Present

Team Plague:

- **Developing player controller solutions using C++ and blueprint in Unreal Engine 5**
- **Developed mechanical 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 Grade: 2:2

2022 – 2025

BTEC Level 3 Computing

Coleg Sir Gar Grade: A*AA

2020 – 2022

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

Ysgol Maesydderwen

2015 - 2020

Languages

- **English – Native**
- **Welsh – Intermediate**
- **German (in-progress with learning)**

Hobbies & Interests

- Snowboarding with friends at dry slopes or abroad, I enjoy travelling in general, and I am interested in travelling to most of the world, including riding the Alps.
- 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 that friends and I can enjoy
- Gaming has been and always will be a big part of my life, my favourite games are The Witcher Series, Dark Souls, Yakuza, Fallout New Vegas, and Life is Strange