

# Connor Clifford Jones

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

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## Personal Statement

Eager and adaptable game programmer with 3 years of hands-on development experience across Unreal Engine, Unity, and Roblox, gained while studying at Staffordshire University. I thrive on building immersive, interactive systems — from inventory logic and UI synchronisation to modular power-up mechanics — and I'm driven by a deep curiosity to understand how things work under the hood.

I'm seeking opportunities to expand my programming expertise by contributing to engaging player experiences and solving real-world development challenges. With a strong foundation in C++, C#, and Lua, and a commitment to ongoing learning, I aim to push the boundaries of gameplay systems and leave a lasting impact on the industry.

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## 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
  - Great communication skills within a team
  - Able to prioritise tasks and meet deadlines/targets
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## Work Experience

### Merlin Entertainment, Alton Towers Resort—Ride Host

02/2025 - 07/2025

#### Responsibilities -

- Managed queues of hundreds of individuals to ensure the flow of ride operations
- Managed multiple queue lines while helping customers with baggage or other needs, such as slowing down the ride

- Actively spoke to members of the public to ensure information is effectively conveyed during their stay to ensure customer safety
- Enforced ride restrictions to ensure the safety of all riders, including height checks

## **Unitemps, Staffordshire University —Student Ambassador**

11/2023 - 12/2024

### **Responsibilities -**

- Assisted new students with accommodation processes, ensuring smooth transitions.
- Successfully guided groups of 10–15 visitors during campus tours, providing in-depth knowledge of the university.
- Helped manage queues at events, reducing wait times by streamlining processes.

## **The Poison Apple, Ammanford— *Bartender/Waiter***

13/05/2022 - 07/08/2022

### **Responsibilities -**

- Increased customer satisfaction by recommending tailored drink options.
- Consistently maintained a clean and organised bar area, ensuring a welcoming atmosphere.
- Kept up with busy schedules.
- Take Orders and deliver drinks to customers

## **Argos, Ammanford — *Customer Advisor***

14/10/2021 - 31/12/2021

### **Responsibilities -**

- Improved customer shopping experiences by identifying and addressing their needs efficiently.
  - Streamlined stockroom operations, ensuring items were always available for daily collection.
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## **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 problems and fixing mechanics**
- **Project continues to grow with further contributions**
- **Developed a slot-based inventory that organises items based on object size. Object stats, including mesh, colour and size, are managed from a data table and can be dynamically replaced by adjusting the object ID**
- **Implemented the solution for an incomplete puzzle, which required the comparison of the in-game dials to match the rotation required for the solution**

### **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**
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## **Education**

### **Computer Game Design and Programming**

Staffordshire University Grade: 2:2

2022 – 2025

### **BTEC Level 3 Computing**

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2020 – 2022

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

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2015 - 2020

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## **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