

Connor deBoer - Programmer

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Objective

To continue my growth as a programmer in and out of the games industry, putting smiles on the faces of customers and team members.

Education

Programming for Games Web and Mobile | Jan 2023 - Dec 2023 | Vancouver Film School Diploma

Skills

Languages

- C# | C++ | JavaScript | HTML | CSS | Swift | LUA | Python

Tools

- Unity | Unreal | FMOD | REAPER | SourceTree | Git Bash

Programming

- SOLID | DRY | UML | Windows and Mac Command Line

Projects

Bard is Broke: Jul-Dec 2023 at VFS

3D Visual Novel Rhythm Game, Made in Unity

- Built a web app used by the team to iterate balancing quicker
- Modified existing tools to create game necessary data
- Managed audio collaborators to help keep the project on schedule
- Wrote and maintained technical documentation

Fleshgrifter: Apr-Jun 2023 at VFS

3D Stealth Horror Game, Made in Unity

- Created root motion animation driven Nav Mesh agent
- Implemented state machine controlled AI enemy
- Implemented audio assets
- Developed patrolling system that allowed for precise control of AI enemy behaviour

Previous Work Experience

- Spirit West Energy Services | Green Hand | Brooks Alberta | Sep 2022 - Nov 2022
- Walmart | Store Standards and Deli | Brooks Alberta | Feb 2022 - Sep 2022
- Dairy Queen | Crew Member | Brooks Alberta | Aug 2021 - Feb 2022
- Ryan's Plumbing Company | General Labourer | Brooks Alberta | Jun 2020 - Aug 2021

Passions

I am driven to continually improve my ability to uplift others. In the context of programming for Games, Web or Mobile this means creating tools and workflows that assist my peers, and working closely with designers to help create engaging and sticky mechanics. I also enjoy rock wall climbing and keeping up with the automotive industry.