

Connor deBoer

Software Developer

+1 (403) 501-8600
connor.deboer04@gmail.com
linkedin.com/in/connor-deboer
https://connor-j-deboer.github.io/

Experience

Contract Work

WetCoatGames/Alter Learning, Unity, Vancouver, BC

December 2023 - April 2024

- Made cURL request to UGS to interact with the cloud code scheduler using cron expressions
- Wrote Unity Cloud Code scripts to manage leaderboards, remote configurations, and discord notifications
- Developed and maintained JavaScript backend systems
- Implemented UI/UX Designs using UXML, USS, and UI Toolkit
- Increased the FPS of a gameplay scene from 100 fps to 200 fps
- Worked in a team of programmers to convert a project from Pun2 to Fusion2

Tools/Gameplay Programmer

VFS Student Project, Unity, Vancouver, BC

July 2023 - December 2023

- Learned Vue.js to create a web based development tool
- Utilized Unity Scriptable Objects to scalably create reusable gameplay sequences
- Reading and writing JSON to handle remote configuration, beatmap creation, Twine integration
- Making API requests to allow the game to have remotely configurable data, allowing for quick and easy balancing and content updates
- Learned LUA to script REAPER, turning it into a beatmapper
- Automated certain best practices such as changing the remote configuration environment based on the current git branch

Gameplay Programmer

VFS Student Project, Unity, Vancouver, BC

April 2023 - June 2023

- Developed a root motion driven Nav Mesh agent
- Implemented a Finite State Machine (FSM) to control the enemy AI
- Learned FMOD and handled all the audio implementation
- Designed a pathing system that allowed for unique behavior along the path while the enemy AI is patrolling
- Implemented and added feedback to player movement (footsteps, crouch/prone vignette)

Passions

I am driven to continually grow my abilities as a programmer by implementing new and fun features. In the context of programming for games, this means working with world builders, artists, and sound designers to develop something that players will remember. I also enjoy rolling around on my longboard and keeping up with the pc and automotive industries.

Education

- VFS, Programming for Games, Web, and Mobile
 - January 2023 - December 2023
 - Achieved "Best in Web Development"
- First Aid
 - September 2022
- H₂S Alive
 - August 2022
- Brooks Composite High School
 - September 2019 - June 2022
 - Achieved Honor Role
 - Achieved "Jazz Musicality"

Languages

- JavaScript
- HTML
- CSS
- C#
- LUA
- Python
- Bash

Skills

- Gameplay Systems
- Gameplay AI
- Technical Design
- UI/UX Implementation
- FSM, GOAP, Utility, BT
- Backend Development
- Audio Implementation

Tools

- Unity Engine
- Unity Gaming Service
- Unity UI Toolkit
- Cinemachine
- ProBuilder
- FMOD
- Git
- Visual Studio