Connor deBoer

Programmer

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Related Experience

Freelance Programmer   December 2023 - Current

TBA - Unity - WetCoatGames. Vancouver, BC
- Made cURL requests to Unity gaming services
- Wrote JavaScript for Unity Cloud Code
- Created a daily challenge system
- Prevented daily challenges from repeating two days in a row
- Connected to the Discord API to post daily high scores

Tools/Gameplay Programmer   July 2023 - December 2023

Bard is Broke - Unity - VFS School Project. Vancouver, BC
- Learned Vue.js to create a web based development tool
- Learned how to use Scriptable Objects to create reusable gameplay sequence
- Reading/Writing JSON in C#, JavaScript, LUA
- Making API requests to Unity Gaming Services to handle Remote Configuration
- Learned LUA to write REAPER Integrations
- Wrote JavaScript to integrate FMOD with the web tool
- Created a Script that changes Remote Configuration environment based on current git branch

Gameplay Programmer   April 2023 - June 2023

Fleshgrifter - Unity - VFS School Project. Vancouver, BC
- Created a root motion driven Nav Mesh agent
- Implemented a state machine controlled AI enemy
- Learned FMOD and integrated audio events
- Developed a patrolling system that allowed for unique behavior along the created path
- Learned how to work in a team with artists and designers (effective communication, time management and time estimates)
- Implemented player movement and supplied feedback for movement (footstep while walking, vignette while crouched/prone)

Education   January 2023 - December 2023

Vancouver Film School, Programming for Games, Web and Mobile. Vancouver, BC
- C#, C++, Swift, Python, JavaScript, JQuery, HTML/CSS, Vue.js, UML
- Unity Engine, Unreal Engine, FMOD, SourceTree, Excel
- SOLID, DRY, Model View Component, Object Orientation, Linked Lists (double and single), Binary Trees, HashSets, Sorting Algorithms (Bubble, Insertions, Quick)

Languages

C#
JavaScript
Swift
LUA
Bash
Shell Script

Frameworks/Libraries

Vue.js
jQuery
PyTorch
NumPy
Raylib

Tools

Unity Engine
FMOD
REAPER
Git
SourceTree
Node Package Manager
Yarn
Visual Studio
VSCode
JetBrains
XCode

Passions

Single Player Games
Game Jams
Longboarding
JDM Cars
PC Building
Speakers/Headphones