Connor deBoer
Programmer

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

Experience

Game Programmer
February 2024 - April 2024

AL Hub - Unity - Alter Learning. Davis, CA
- Learned Unity's new UI Toolkit to implement a mock up
- Wrote a comprehensive mesh combiner capable of combining the mesh of selected gameobjects, generating a new texture, and correcting for the new UVs
- Wrote Scripts that save the mesh, material, and all textures into the asset folder to allow the mesh combiner to be used on prefabs properly
- Used the custom mesh combiner to optimize a scene, doubling its performance
- Worked with other programmers in a team to quickly convert the project from Photon Pun2 to Fusion2

Backend Programmer
December 2023 - February 2024

Letter Lancers - Unity - WetCoatGames. Vancouver, BC
- Made cURL requests to Unity gaming services to interact with the Cloud Code Scheduler using cron expressions
- Installed the Unity Gaming Services CLI to manage Cloud Code Triggers
- Wrote JavaScript for Unity Cloud Code to manage Leaderboards and Discord notifications
- Created a daily challenge system using server side JavaScript managed by Unity gaming services
- Maintained backend systems

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

Passions

I am driven to continually grow my abilities as a programmer by improving project workflows. In the context of programming for web apps, this means developing frontend and backend systems that are highly maintainable and useful to my other team members. I also enjoy rolling around on my longboard and keeping up with the PC and automotive industries.

Education
- Vancouver Film School, Programming for Games, Web, and Mobile
- Achieved Best in Web Development
- Specialized in Tools Development

Languages
- JavaScript
- TypeScript
- HTML
- CSS
- C#
- LUA
- Python

Skills
- Async/Await Functions
- Detail Oriented Programming
- Technical Design Communication
- Interfaces, S.O.L.I.D Programming
- Model View Component (MVC)
- Front-end Web Development
- RESTful API Programming
- Back-end Systems

Tools
- React
- Vue
- Git
- AJAX
- G-Suite
- Postman
- Visual Studio
- Node Package Manager

Hobbies
- Single Player Games
- Game Jams
- PC Building
- Longboarding
- Car Stereos
- JDM Cars