

Connor deBoer

Programmer

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Related Experience

Live-ops Programmer

December 2023 - Current

Letter Lancers - Unity - WetCoatGames. Vancouver, BC

- Made cURL requests to Unity gaming services to interact with the Cloud Code Scheduler
- Installed the Unity Gaming Services CLI to manage Cloud Code Triggers and
- Wrote JavaScript for Unity Cloud Code to manage Leaderboards and Discord notifications
- 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
- Implemented player movement and supplied feedback for movement (footstep while walking, vignette while crouched/prone)

Passions

I am driven to continually grow my abilities as a programmer by improving project workflows. In the context of programming for games, web or mobile this means creating tools and pipelines that assist my peers and working closely with designers to help create engaging and sticky features. I also enjoy rolling around on my longboard and keeping up with the PC and automotive industries.

Languages

- C#
- JavaScript
- Swift
- LUA
- Bash
- Shell Script

Skills

- Gameplay Systems
- Gameplay AI
- Gameplay Interactions
- Audio Implementation
- Tools Development
- Accurate Time Estimates
- Responsive Web Design

Tools

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

Hobbies

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

Education

- Vancouver Film School,
Programming for Games Web and Mobile,
Specialized in Tools creation and integration