Conor Race

Game & Web Developer

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- people.rit.edu/ctr9664/projects

Education

Expected May 2025 | GPA: 3.97
Game Design & Development BS
  - Minor in Web Development
Rochester Institute of Technology
Rochester, NY

Skills

- JavaScript / Node.js
- HTML / CSS / Bulma
- AJAX / JSON
- React
- TypeScript
- C#
- C++
- GitHub / Heroku
- Visual Studio 2022 / VS Code
- Unity
- MySQL / PostgreSQL
- MongoDB

Awards

Recipient | Dean's List
Rochester Institute of Technology
Fall 2021 - Fall 2023

Recipient | Presidential Scholarship
Rochester Institute of Technology
Summer 2021

Extracurriculars

National Society of Leadership & Success
President
Rochester Institute of Technology
April 2023 - December 2023

National Society of Leadership & Success
Success Network Coordinator
Rochester Institute of Technology
April 2022 - April 2023

Objective

Seeking a summer programming co-op that utilizes rich skills in web and/or game development. Expecting to be on co-op during the summer of 2024 (May 2024 - August 2024).

Work Experience

Avanath Capital Management, LLC | May 2023 - August 2023
Database Manager
- Worked alongside Facilities Management to develop and manage a PostgreSQL database that tracks general property information, in addition to information about infrastructure, appliances utilized and unit/room conditions. I also took on a separate project that focused on developing a program that aids in calculating bonuses earned based on specific criteria.

Interactive Games and Media, RIT | March 2023 - Present
Teaching Assistant
- Provided feedback on students' work, offered clarification and/or help covering in-class topics, and demonstrated my own personal work from when I took the class myself.

New Student Orientation, Division of Student Affairs | May 2022 - Present
Orientation Leader
- Collaborated with other orientation leaders to form effective strategies for introducing new students, creating a welcoming environment.

Projects

Gallery Web Server (Academic Project) - JavaScript, Node, MongoDB | April 2024
- Developed a Node.js server from scratch that allows users to create and remove their own galleries and add and remove images via URL to those galleries. All data is stored on a cloud database via MongoDB. Build uses continuous integration and is currently deployed on Heroku.

Bloodshed (Academic Group Project) - Unity, C# | August 2023 - December 2023
- Implemented proper camera and player movement, as well as implementing regions where a player could and could not access. Also developed the level's design and proposed ideas for how our gameplay would feel to the player.

Web Portfolio (Personal Project) - HTML, CSS | September 2023
- Created a personalized web portfolio to display my most prominent projects. Utilized various flexbox structures via HTML and CSS in order to neatly display my content, in addition to allowing my site to be responsive to various screen widths and devices.