Conor Race

Game Designer & Developer

📞 (224) 308-6632
✉ conorjat75@gmail.com
in @conorrace
🔍 people.rit.edu/ctr9664/projects

Education

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

Skills

- C#
- C++
- HTML
- CSS
- JavaScript
- Unity
- Monogame
- MySQL
- PostgreSQL
- Microsoft Excel

Awards

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

Recipient | Presidential Scholarship
Rochester Institute of Technology
Summer 2021

Extracurriculars

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

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 C#, C++ and/or Unity. 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

Electrodungeon (Academic Group Project) | February 2023 - April 2023
- Was responsible for generating and developing the board game's core mechanics. Particularly focused on shaping the gameplay to be more balanced between the game's various roles to improve engagement and enjoyment.

The Monster Pit (Academic Project) - JavaScript, PixiJS | November 2022
- Created a web game that utilizes JavaScript to control character movement/action, enemy management and overall game state management and PixiJS to render graphics and audio into the game.

Unseen (Academic Group Project) - C#, Monogame | March 2022 - April 2022
- Drew out mockups for the title screen and various level backdrops during pre-dev. Also implemented various game classes and functions, including player movement and actions, various enemy types and a checkpoint system.