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Connor Boyer

SKILLS

Video Game Design: Imaginative, and quick learner of games, and game design. Helped to release one professional game for Activision Blizzard and worked on many personal projects using C++, C#, GML, and Python. Passionate about games, storytelling, and art design. Participated in many alpha and beta programs for games. Graduated from The College of Saint Benedict's and Saint John's University with a BA in Computer Science with a minor in Art.

Computer Skills: I help people whether friends or family or others fix problems and help clean up their computers whether it be doing cable management or by trying to install something to fix a problem or adding on to their computer or electronics at hand. I sometimes help others improve problems with their routers, and install a new type of hard drive, graphics card, etc. I've also helped build computers from scratch for myself, my friends, and others. I learned how to use Mac OS, Windows Computers, and Linux.

IT: I am proficient at building computers from scratch and typically can diagnose a problem, whether a tablet, phone, desktop, or laptop. I have used macs, windows, and Chromebooks before. I have designed different apps for games and other lifestyle purposes at home.

Content Creation: Produce and broadcast video and audio content to websites on a weekly or monthly basis. Analyze audience viewership and trends to curate content. Hands-on experience with video and audio capture equipment, including web broadcasting software such as OBS, and Elgato.

eSports: Taken a leadership role for two teams, one being a captain to help schedule matches and tournaments as well as a coach to train and boost the team's morale.

EXPERIENCE

Andover Elementary, Saint Joseph MN – *Technology Paraeducator*

August 2022 - Current

- Operate over 1,500 devices and ensure they are working correctly
- Coordinate and fix over 70 teachers' and staff's devices and electronics
- Organize and sort through all technology inventory on a weekly basis

Saint John's University, Collegeville – *eSports Captain / Coach / Player*

August 2021 – May 2022

- Captain to the Super Smash Bros Ultimate eSports team
- Coached 8 players on the Rainbow Six Siege eSports team
- Helped the Rainbow Six Siege eSports team win two National Champion titles

College of Saint Benedict and Saint John's University, Saint Joseph MN – *Computer Science Teaching Assistant*

August 2021 – May 2022

- Provided insight to 30+ students in labs on coding and developing skills
- Coordinated with professors on how to run classes using Python, and Java
- Interacted with other students and professors to work efficiently

College of Saint Benedict and Saint John's University, Collegeville MN – *Choir Rehearsal Assistant*

January 2020 – May 2022

- Help students learn their sheet music and improve their singing qualities
- Organize pieces of music
- Prepared the lessons for each week to operate smoothly during class

Anoka-Hennepin School District, Blaine MN – *Custodial Assistant*

July 2021 – August 2021

- Worked with the construction crew to monitor the building
- Organized and moved furniture at a rapid pace
- Replaced and fixed fixtures in preparation for the school year

Activision Blizzard, Eden Prairie MN – *Quality Assurance Tester*

June 2019 – August 2019

- Assisted in publishing one game, and fine-tuning others
- Ran through games to find bugs and other individual issues
- Worked with a team to coordinate and delegate individual or team tasks

Arbor Oaks Senior Living, Andover MN – *Computer and Tablet Repairs*

May 2013 – August 2018

- Helped to fix the laptops and tablets
- Diagnosed problems and helped others fix them
- Taught others fixes and ways to solve problems with technology

EDUCATION

**College of Saint Benedict and Saint John's University,
Collegeville/Saint Joseph MN** — *B.A. Computer Science and minor in Art*

August 2018 – May 2022, Collegeville/Saint Joseph MN

ADDITIONAL SKILLS

- HTML, CSS, Python, Java, C++, C#, GML, Git
- Jira, GitHub
- Adobe Photoshop, Adobe Illustrator, Figma, Canva
- Unreal, Unity, Game Maker Studio
- Autodesk Fusion 360
- Adobe Premiere Pro, OBS, Sony Vegas Pro
- Basic language skills in German, and Japanese