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CONOR HYNES

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Dual Irish & **US Citizenship**

EMPLOYMENT

Game Developer, Intern **Corona Labs, Palo Alto** **February 2015 – August 2015**

Building games and writing tests for the Corona SDK.

- Developed a 2D side scroller using the Corona SDK and Lua, deployable to Android ,iOS & Windows.
- Designed all artwork game except the UI components.
- Implemented Lua unit tests to test new SDK features.
- Provided Technical feedback to team on newly added features.
- Developed game templates and demos to demonstrate new product features.

EDUCATION

Athlone, Ireland **Athlone Institute of Technology** **September 2012 – August 2016**

- B.S.E. in Software Design and Game Development
- Undergraduate Coursework: Networks; Databases; Game Design; Programming Languages; Distributed Systems; Mathematics ; Software Design.

San Francisco, United States **Pyramid Studios** **September 2011 – Jan 2012**

- Diploma in Sound Design & Music Theory

TECHNICAL EXPERIENCE

Projects & Games (All Projects & More in Portfolio)

- **Packet Sniffer**(2016) Captures network packets on the device its running on and displays information such as packet number, packet size, packet type, destination and source IP addresses, port numbers, MAC addresses, and stack level. Java, Netbeans, JCAP Library.
- **Tower Defender** (2016) A 3D tower defender. Player must collect resources and kill enemies to defend his base. Still in development. I was inspired by *Empires & Allies*. C#, Unity.
- **Leap Runner** (2015) 2D Endless runner built for the Leap Motion Controller. User controls player using hand gestures. Developed for master thesis on “An Evaluation Of Gesture Based Game Design”. C#, Unity, The Leap Motion Controller.
- **Bit Biker** (2015) 2D Sidescroller for iOS, Android and Windows, player must avoid and shoot obstacles while collecting bitcoins. Lua, Photoshop, Corona SDK.
- **Solar System Visualizer** (2014) 3D Visualization of our solar system. Planets rotate around the sun and all planets have their own rotation period. C++, Visual Studio, OpenGL.
- **Need 4 Marks** (2013) 3D Racing game for the PC with a team of 3. I implemented car controls, enemy car AI, scene transitions, level design and the UI. C#, Unity.

HOBBIES & INTERESTS

- **Audio Engineering /Music Production(2011 – Present):** Run 1:1 lessons from my home studio or via Skype for music production, helping clients with mixdowns and arrangement. I also produce my own personal music and have had releases on labels along with airplay.
- **Indie Game Development :** I like to learn about new technologies, new game mechanics and building my own game prototypes.

Languages and Technologies

- C++; C#; Java; Lua; PHP; MongoDB; SQL; CSS; HTML;
- Unity; WWise; FMOD; Corona SDK; Construct 2; Photoshop; Git/SVC; Visual Studio; SQL Server; Eclipse; Android Studio; Ableton; Logic X