

# Brian Conn

15 River Court St. Louis, MI 48880 | bconn485@gmail.com | (989) 331-2744

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## WORK EXPERIENCE

### Software Engineer

March 2025 – Current

Case Systems, 2700 James Savage Rd, Midland, MI 48642

- Develop and deploy LLM based automation tools using Azure OpenAI
- Build and maintain software systems for scheduling, reporting, and other business operations
- Modernize legacy code and support backend infrastructure

### Software Engineer Intern

June 2021 – January 2023

Auto Owners Insurance, 6101 Anacapi Dr, Lansing, MI

- Designed and developed website as a full stack developer using the Angular framework
- Assisted in the management of data through SQL Server Manager
- Prepared and presented various reports for projects and general developer tips

## PROJECTS

### Whispering Tavern

- Designing and developing a roguelike puzzle game in Unreal Engine
- Implementing dynamic AI-driven dialogue system with replayable puzzle mechanics
- Developing fallback logic ensuring the game remained playable if the AI failed to produce valid output
- Showcasing the project through devlog updates at [pets485.itch.io/whispering-tavern](https://pets485.itch.io/whispering-tavern)

### Husky Game Development Enterprise

- Lead multiple teams to develop games in Unity for PC and mobile devices
- Assembled reports and team presentations
- Released the games “When We Fell”, “Run To The Rescue”, and contributed to others at [huskygames.com](https://huskygames.com)

### Mini Jam 60: Crime

- Developed a game in 72 hours with two other team members using Unity
- Worked as team leader and primary programmer
- Released the game “Dirty Business” at [pets485.itch.io/dirty-business](https://pets485.itch.io/dirty-business)

### Accent Classification Machine Learning Model

- Developed a CNN-based model to identify various accents with two other team members
- Coded the model in Jupyter Notebook
- Finished and presented a final model with an accuracy of 77%

## EDUCATION

### Master’s Degree in Computer Science

August 2024

Michigan Technological University, Houghton, MI

GPA: 3.68

### Bachelor’s Degree in Computer Science

December 2023

Michigan Technological University, Houghton, MI

GPA: 3.43

## TECHNICAL SKILLS

**Game Dev:** Unity, Unreal Engine, C#, C++

**AI/ML:** Python, Azure OpenAI, Jupyter

**Web/Backend:** Angular, TypeScript, JavaScript, SQL, .NET

**Others:** Git, Jira, Trello, Microsoft Office

## LINKS

**Portfolio:** [brianconn.dev](https://brianconn.dev)

**Itch.io:** [pets485.itch.io](https://pets485.itch.io)

**Husky Games:** [huskygames.com](https://huskygames.com)