

Brian Conn

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

WORK EXPERIENCE

Software Engineer

March 2025 – Current

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 Anacapri 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

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

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

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

PORTFOLIO

brianconn.dev