

Connor McDermott

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Objective

Software Development Position

Education

Michigan State University (Senior)

Computer Science Major

Video Game Development

Previous Employment

- **CompSol Corporation (Summer 2014 – Summer 2015)**
 - Website scripting
 - Translating client-side scripting from VBScript to JavaScript
 - Associated bug fixing and testing
 - App Development
 - Embarcadero's RAD Studio
- **Beresford Company (Summer 2012 – Summer 2013)**
 - Website general maintenance
 - Maintained online store inventory
 - Revised the website design
 - Identified problems and figured out solutions.
 - Developed good working relationships with other programmers and technicians

Programming Experience

- C++
- C#
- HTML
- Java
- SPARC Assembly
- Python
- JavaScript
- VBScript

Program Experience

- Unity
- Netbeans/Visual Studio
- Dreamweaver and more

Projects

- Games (downloads can be found on my website: www.connormcdermott.me)

- o Circuit – 5 week development, team of 5. Nominated as “Outstanding Game Project of the Year”
- o Dual Processors – 5 week development, team of 4
- o Synthesis – 5 week development, team of 5
- o Plunder Blunder – 5 week development, team of 6
- o (unnamed project) – Currently in development in MI 497 by a team of 7, to be completed in December
- o (unnamed project) – Side project for fun, in the style of Castlevania games
- o Assorted VR Projects – Worked with HTC Vive to make a few rough demo scenes in free time
- Coding Projects
 - o Text Based Adventure game – Unfinished side project
 - o 20 Questions Game – High School Independent study, taught myself C++ and built the game using a binary tree that the program can modify so the tree is bigger when it cannot guess.
 - o Socket programming in CSE 422
 - o Assembly programming in CSE 320
 - o Operating Systems oriented programming in CSE 410
 - o Object Oriented programming in CSE 335 using assorted design patterns (e.g. Visitor Pattern)