**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)
  + Circuit – 5 week development, team of 5. Nominated as “Outstanding Game Project of the Year”
  + Dual Processors – 5 week development, team of 4
  + Synthesis – 5 week development, team of 5
  + Plunder Blunder – 5 week development, team of 6
  + (unnamed project) – Currently in development in MI 497 by a team of 7, to be completed in December
  + (unnamed project) – Side project for fun, in the style of Castlevania games
  + Assorted VR Projects – Worked with HTC Vive to make a few rough demo scenes in free time
* Coding Projects
  + Text Based Adventure game – Unfinished side project
  + 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.
  + Socket programming in CSE 422
  + Assembly programming in CSE 320
  + Operating Systems oriented programming in CSE 410
  + Object Oriented programming in CSE 335 using assorted design patterns (e.g. Visitor Pattern)