

# Connor Levesque

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## Work Experience

### Disruptor Beam

Summer 2016

#### Software Engineering Intern

- Worked as part of a team on the popular mobile game Star Trek: Timelines.
- Responsibilities included fixing bugs and implementing new features, including incorporating a mini-game easter egg based on a Star Trek: The Next Generation episode titled "The Game".

### Middlebury Computer Science Department

Spring 2016

#### Grader

- Grades student work for Middlebury Computer Science course 201 in Data Structures

### Skills

- Programming Languages: C#, Ruby, Python, Java, Objective-C, C
- Other Skills: Unity, Ruby on Rails, Git, Perforce

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## Programming Projects

Website: <https://connorlevesque.github.io/>

### Housing Crisis

November 2016

A tower defense game about houses that eat people: eat pedestrians to build and upgrade your houses.

- Made in Unity and scripted in C# in collaboration a classmate over the course of a week.
- Housing Crisis contains over 90 hours of work split between its two contributors.

### Space Roller

October 2016

An 3D blah rolling game built to demonstrate understanding of fundamental 3D concepts in Unity.

- Made in Unity and scripted in C# in collaboration a classmate

### Foreign Disease

September 2016

A puzzle game made for a 24-hour game jam. The player must infect everyone to move on to the next level.

- Made in Unity and scripted in C# in collaboration a classmate

### HeroWars

February 2015-Present

Originally an iOS App made in Xcode based on the Gameboy game Advance Wars, I am currently rebuilding the game in Unity to reflect my since improved programming skills and design vision.

- Dedicated over 110 hours to the project

### Conway's Game of Life

May 2015

A Java applet implementing the cellular automata 'Conway's Game of Life' in collaboration with a classmate

- Players set initial conditions step through the automata

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## Education

### Middlebury College, Middlebury, VT

June 2018 (Expected)

- Bachelor of Arts Candidate: Computer Science and Philosophy Double Major
- GPA: 3.76, awarded College Scholar (highest academic honor) all semesters
- Relevant Coursework: Data Structures, Algorithms and Complexity, Computer Architecture, Software Development, Programming Languages, Mathematical Foundations of Computer Science, Theory of Computation, Linear Algebra and Multivariable Calculus

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## Additional

**Activities:** Middlebury Ultimate Frisbee A team (Spring 2015-2017)

**Interests:** Game Design, Board and Digital Games, Political Philosophy, Philosophy of Mind, Astronomy