Connor Levesque

Middlebury College Box 3089 • Middlebury, VT 05753 • Phone: (978) 460-4700 • connorlevesque5@gmail.com

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, Javascript, Java, Objective-C, C, Smalltalk
- Other Skills: Unity, Ruby on Rails, Git, Perforce, React

Programming Projects **Website:** https://connorlevesque.github.io/

HeroWars January-February 2017
A strategy game based on Advance Wars and Banner Saga. Includes a 10 level campaign, 8 units and a computer opponent.
- Made in Unity and scripted in C#.

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

Space Roller October 2016
An 3D ball 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

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 and can step through the automata

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

Danish Institute of Study Abroad, Copenhagen, Denmark Fall 2016
- Academic Excellence Award in Computer Science

Additional

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

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