Connor Levesque

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Work Experience

Disruptor Beam Summer 2016 and 2017
Software Engineering Intern

- Worked as as a member of the Star Trek Timelines engineering team to build features and fix bugs for the popular mobile game.
- Implemented the majority of the Ruby on Rails back end and significant portions of the Unity client for the "Voyages" feature which was launched alongside the CBS series Star Trek: Discovery. Worked on the feature from early prototyping to debugging and shipment.
- Collaborated with engineers, designers, artists, and producers to develop and meet project goals under the Agile software development framework.

Middlebury Computer Science Department Spring 2016
Grader

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

Skills

- Programming Languages: C#, C, Ruby, Python (fluent), Java (proficient), Javascript (past experience)
- Other Skills: Unity, Ruby on Rails, Git, Perforce, React, REST, Agile/Scrum, Test Driven Development

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

Vanguard January 2017-January 2018
A strategy game inspired by Advance Wars and Banner Saga. Includes a 10 level campaign, 8 units, and a computer opponent.

- Implemented in Unity and scripted in C#. Represents over 200 hours of work.

Code Panther April-May 2017
A website to create and take javascript and CSS tutorials.

- Implemented in javascript with React.js and 8 other classmates for Middlebury's course in Software Development.

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 with a classmate.

Education

Middlebury College, Middlebury, VT June 2018 (Expected)

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

Danish Institute of Study Abroad, Copenhagen, Denmark Fall 2016

- Academic Excellence Award in Computer Science
- Relevant Coursework: Game Development - Programming and Practice

Additional

Activities: Middlebury Ultimate Frisbee Team Captain (Fall 2017 and Spring 2018), A-team (Fall 2014-Spring 2018)

What I'm playing: Hearthstone, Clash Royale, Guilty Gear Xrd, Hollow Knight