

# Connor Ramsden

## Tools and Engine Programmer

(919) 610-7642

<https://github.com/connorramsden>

[connorjramsden@gmail.com](mailto:connorjramsden@gmail.com)

---

### **Education**

Champlain College – Bachelor of Science in Game Programming

Expected: May 2021

GPA: 3.33

### **Current / Past Work Experience**

Champlain College - Lead Event Technician

Burlington, VT May 2017 - Present

- Leading a team of technicians
- High-profile event support
- Live video streaming services
- Live audio mixing and operation

Champlain College - Orientation Leader

Burlington, VT Seasonal: August 2017

- Interpersonal Relations
- Quick and efficient problem solving
- Crunch-time management

Association of Technology Leaders in Independent Schools – Intern

Raleigh, NC May 2015 - June 2015

- User data exportation and handling
- Website development

### **Skills & Interests**

- Scripting in C# & .NET for Game Development
- Programming in C & C++11 for Game Development
- Programming in C++17 for Game Engine Development
- Programming in Go for Web applications
- Programming in Rust for Windows applications
- Programming in Java for Android applications
- Programming in Assembly (x86 & x86\_64) with the MASM assembler
- Proficiency with Windows operating systems
- Proficiency with Microsoft Office Suite
- Basic knowledge of Internet Networking
- Proficiency with Google Drive and G-Suite
- Proficiency in computer hardware and assembly

### **Current / Past Completed Game Projects**

#### *Lights Out*

- A top-down, 2D game investigating the effects of color blindness through shaders
- Systems and Tools Programmer, Team of 6, Unity3D

April, 2019

#### *Ramsdengine*

- A personal exploration of game engine development utilizing the [Rust programming language](#)

August 2019 - Present

Connor Ramsden

Tools and Engine Programmer

(919) 610-7642

<https://github.com/connorramsden>

[connorjramsden@gmail.com](mailto:connorjramsden@gmail.com)

---

- Sole Programmer, Ongoing