

# Connor Wall

Portfolio: <https://connortwall.github.io/home.html> | LinkedIn: [www.linkedin.com/in/connortwall](https://www.linkedin.com/in/connortwall)

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## EDUCATION

**Johns Hopkins University** — *B.A. in Computer Science, Film & Media* | **Baltimore, MD, USA** | Expected May 2023

**Technical University of Denmark** — *Human-Centered AI (Master), Game Programming* | **Copenhagen, DK** | Jan 2022-Jan 2023

**Honors:** Dean's List, Baltimore Collegetown Fellowship, JHU Multicultural Leadership Institute, JHU Life Design Institute

## PROJECTS

**Puppet Show (C#):** Programmed **Enemy AI, Movement, and Menu** systems in a 2.5D roguelike game simulating puppetry.

**Tree of Time (C#):** Programmed a 1<sup>st</sup> person mini-game with a time **portal, navigation, and procedural tree growth mechanics**.

**Tile Games (Android, Java):** Designed + programmed physical & mind games with sensors and lights in a modular tile system.

**Qhipu (graphic novel + screenplay):** Researched and wrote an Indigenous-sci-fi story based in a high-tech pre-colonist Peru.

## TECHNICAL SKILLS

**Courses:** Graphics Lab, Game Design, Playware Technology, Computer Systems, AI, Cinematic Gaming, Entrepreneurial Games

**Software:** C++, C#, Java, R | Unity, Blender, Final Draft, Superscript, Illustrator, Premiere, After Effects, Photoshop

## WORK EXPERIENCE

### Danish Academy of Digital Interactive Entertainment (DADIU)

**Copenhagen, Denmark**

Game Programmer + Narrative Designer

Aug 2022 – Present

- Programmed rigid body movement, procedural content, save-load, enemy AI, UI, and localization systems (and more).
- Write bios, audio logs, narration, and overarching plot based on a new alien species adrift in space for an 8-week game

### Nordic Stone Studios

**Malmö, Sweden**

Narrative Design Intern

July 2022 – Present

- Write in-depth bios for characters and draft chapters for overarching storyline for mobile game in development.

### FastForward U, Johns Hopkins Technology Ventures

**Baltimore, MD**

Creative Design Intern

Jan 2020 – May 2022

- Design promotional materials to market student incubator and events using Adobe and other digital design tools
- Devise and evaluate methods and procedures for innovating use of physical space and environment design.
- Engage with student entrepreneurs and help them create collateral such as videos, company logos, and other multimedia.

### MICA-JHU Film Center

**Baltimore, MD**

Teaching Assistant

Sep – Dec 2019

- Taught students the basics of photo composition, (foreground, thirds, color composition) weekly
- Developed experimental digital photography portfolio

### Boston Children's Hospital, Harvard Medical School

**Boston, MA**

Project Success Research Intern

Summer 2019

- Used R, Geoda, and Excel to research and present on the effects of various on neural tube defects in fetal development
- Designed official National Neural Tube Defect Conference materials using Adobe Illustrator and InDesign

## LEADERSHIP

### Indigenous Students at Hopkins

**Baltimore, MD**

Treasurer & Vice President

Nov 2019 – Present

- Plan cultural events for the campus, highlighting global indigenous community members; reflecting on heritage + allyship.

### Seedling Hydroponics – Student Start-Up

**Baltimore, MD**

Strategic Planning & Marketing Lead

Dec 2019 – Oct 2020

- Drafted and developed successful business-model-plans concerning company growth and efficacy of community-focused model (JHU Business Plan 3rd (\$1,000); FFU Spark Accelerator Grant (\$1,000), Ecodesign Competition 1st).

## OTHER INTERESTS & SKILLS

Spanish - fluent; Russian, Mandarin - intermediate; teamwork; taekwondo; oil painting; leadership; public speaking; gymnast; bonsai