Connor Wall

Portfolio: https://connortwall.github.io **| GitHub:** https://github.com/connortwall
LinkedIn: www.linkedin.com/in/connortwall **| Contact:** connor.wall@verizon.net

SKILLS

Software: C++, C#, Java, CSS, HTML | Git, Azure, Plastic | Unity, Unreal, Final Draft, Creation Kit, Illustrator, Premiere, Photoshop
Skills: Game Development, Game Design, Algorithms, Communication, Data Structures, Computer Graphics, AI, Screenwriting

PROFESSIONAL EXPERIENCE

Game Programmer + Narrative Designer + Tools Designer   **Copenhagen, Denmark**

Danish Academy of Digital Interactive Entertainment (DADIU), National Film School of Denmark   August 2022 – December 2022

- In a 19-person game development team, I implemented movement, procedural content, tools, save-load, enemy AI, UI, and localization systems for 3 games in C#.
- Worked with the game director and game designers to compose narrative systems such as character bios, crew audio logs, and character narration (20 min audio) to establish an ethical dilemma in a puzzle exploration game.

Narrative Design Intern   **Malmö, Sweden**

Nordic Stone Studio   July 2022 – December 2022

- Conceptualized central storyline and 4+ character bios inspired by historical figures for action-RPG mobile game.
- Developed coherent game narratives based on existing **15+ combat mechanics** with game designers

Creative Design Intern   **Baltimore, MD**

FastForward U, Johns Hopkins Technology Ventures   January 2020 – May 2022

- Illustrated promotional materials to market **15+ student incubator events** to campus; leveraging Adobe design tools.
- Refined collateral such as videos, logos, and pitch decks of **7+ student entrepreneur teams** to create to help win **$25K** while pitching to stakeholders for events in fall and spring semesters (and up to $365K from other sources).

Project Success Data Analysis + Research Programmer Intern   **Boston, MA**

Boston Children's Hospital, Harvard Medical School   June 2019 – August 2019

- Researched and presented the effects of metals on neural tube defects in fetal development using R, Geoda, and Excel.
- Designed 4 official posters and pamphlets for 2019 International Neural Tube Defect Conference in Illustrator + InDesign.

EDUCATION

Johns Hopkins University   **Baltimore, MD, USA**
Bachelor of Arts in Computer Science, Film & Media Studies   September 2019 – Expected May 2023
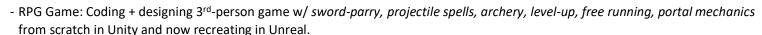- Honors: Dean's List, Collegetown Fellowship, JHU Multicultural Leadership Institute, JHU Life Design Institute

Denmark Technical University, National Film School of Denmark   **Copenhagen, Denmark**
Computer Graphics Program, Game Production Program (Masters Exchange Programs)   January 2022 - January 2023

PROJECTS

- RPG Game: Coding + designing 3rd-person game w/ *sword-parry, projectile spells, archery, level-up, free running, portal mechanics* from scratch in Unity and now recreating in Unreal.
- **Roboleon Game:** Built *save-load, procedural obstacle,* and *player tool* systems in a ~45min adventure puzzle game in C#.
- **Metawalker:** Conceptualized central storyline and 4+ character bios for action-RPG mobile game at **Nordic Stone Studio**.
- **Warehouse Simulator Game:** Coded quirky character movement, procedural obstacles, UI in a 10min delivery game in C#.

LEADERSHIP

Indigenous Students at Hopkins   **Baltimore, MD**
Treasurer & Vice President   November 2019 – Present
- Led 10+ cultural events for campus, highlighting global Indigenous community members; reflecting on heritage + allyship.

Seedling Hydroponics – Student Start-Up   **Baltimore, MD**
Strategic Planning & Marketing Lead   December 2019 – October 2020
- Drafted and validated 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 INTERSTS & SKILLS

Spanish - fluent; **Russian**, **Mandarin** - intermediate; **Danish** – beginner; gymnastics; teamwork; empathy; bonsai; screenwriting; sci-fi