Connor Wall

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WORK 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
- Implemented **movement, procedural content, tools, save-load, enemy AI, UI,** and **localization systems** for 3 games in **C#.**
- In a **19-person game development team** I composed narrative systems including character bios, crew audio logs, and character narration (~20 min audio) to establish and strengthen 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 the 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**
DADIU Game Development Program, Computer Science (1-year Masters Exchange)   January 2022 - January 2023

PROJECTS

- **Metawalker: Conceptualized central storyline and 4+ character bios** for action-RPG mobile game at @Nordic Stone Studio.
- **Roboleon Game:** Built *save-load, procedural obstacle,* and *player tool* systems in a **~45min adventure puzzle game** in **C#.**
- **Warehouse Simulator Game:** Coded quirky **character movement, procedural obstacles, UI** in a 10min delivery game in **C#.**
- **Quipu:** Researched and authored **12-page Indigenous sci-fi screenplay** and **comic** adaptation based in pre-colonialist Peru.
- **Penumbra:** Co-wrote a **50-page miniseries screenplay** following a suicide survivor navigating a parallel dimension.
- **Into the Void:** Built a **5-8 min immersive point-and-click** interactive narrative game with 40+ pathways using **Stornaway.io.**

TECHNICAL SKILLS

Software: C++, C#, Java, R, Excel, Geoda | Final Draft, Adobe Illustrator, Premiere, Unity, Blender, After Effects, Photoshop
Skills: Game Development, Interaction Design, Communication, Data Structures, Computer Graphics, Algorithms, AI, Screenwriting

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 INTERESTS & SKILLS

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