

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, Unity VC, Azure | Unity, Unreal 5, Final Draft, Illustrator, Photoshop, Twine, Blender
Skills: Game Dev, UX, UI, Tools Programming, Algorithms, Scripting, Blueprint, Data Structures, Graphics, AI, Multiplayer, Economy



PROFESSIONAL EXPERIENCE

Game Programmer + Narrative Designer

Copenhagen, Denmark

Danish Academy of Digital Interactive Entertainment (DADIU), National Film School of Denmark

Aug 2022 – Dec 2022

- In a 19-person game development team, I implemented main menu, in-game menu UI, movement, procedural content, tools, save-load, enemy AI, 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 + Game Design Intern

Malmö, Sweden

Nordic Stone Studio

Jul 2022 – Dec 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, USA

FastForward U, Johns Hopkins Technology Ventures

Jan 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, USA

Boston Children's Hospital, Harvard Medical School

Jun 2019 – Aug 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.



PROJECTS

- **RPG Personal Project:** Coding + designing 3rd-person game prototype w/ *pause menu, inventory UI, equipped gear UI, health, stamina, magic bars, sword-parry, projectile spells, archery, level-up, free running, portal mechanics* from scratch in Unity. Recreating in Unreal 5.
- **Roboleon Game:** Coded *save-load, UI, procedural obstacle, and player tool* systems in a ~45min adventure puzzle game in C#.
- **Metawalker:** Conceptualized central storyline, 4+ characters, and game design for action-RPG mobile game **Nordic Stone Studio**.
- **Warehouse Simulator Game:** Coded quirky character movement, procedural obstacles, UI in a 10min delivery game in C#.



EDUCATION

Johns Hopkins University

Baltimore, MD, USA

Bachelor of Arts in Computer Science, Film & Media Studies

Sept 2019 – May 2023

Denmark Technical University, National Film School of Denmark

Copenhagen, Denmark

Computer Graphics Program, Game Production Program (Masters Exchange Programs)

Jan 2022 - Jan 2023



LEADERSHIP

Indigenous Students at Hopkins

Baltimore, MD, USA

Treasurer & Vice President

Nov 2019 – May 2023

Seedling Hydroponics – Student Start-Up

Baltimore, MD, USA

Strategic Planning & Marketing Lead

Dec 2019 – Oct 2020



OTHER INTERESTS & SKILLS

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