Connor Wall

Portfolio: https://connortwall.github.io | **GitHub:** https://github.com/connortwall
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</> SKILLS

Software: C++, C#, Java, CSS, HTML | Git, Unity VC, Azure | Unity, Unreal 5, Final Draft, Illustrator, Photoshop, Creation Kit, Blender
Skills: Game Dev, UX, UI, Tools Programming, Algorithms, Scripting, Blueprint, Data Structures, Graphics, AI, Multiplayer, Economy

💼 PROFESSIONAL EXPERIENCE

Game Programmer + 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 INTERSTS & SKILLS

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