

Connor Wall

Portfolio: <https://connorwall.com/> | GitHub: <https://github.com/connorwall>
LinkedIn: www.linkedin.com/in/connorwall | 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

Solo Developer + Anthropological Researcher

Cambridge, USA

Quantum Aether Games

Aug 2023 – Present

- Develop both experimental interactive art and RPG + horror game dev logs in **Unreal Engine** using C++.
- Research + integrate Indigeneity, cultural storytelling, and solar punk philosophy into new game worlds, scripts, and level design.
- Record, design, and publish findings weekly on LinkedIn, Instagram, X, YouTube, and other platforms.

Gameplay Programmer (Contract)

Remote, USA

Neptune's Cloud Entertainment

Sept 2023 – Dec 2023

- Implemented and debugged existing inventory, combat, save, UMG, and **UI systems** in UE blueprints and C++ with design lead.
- Engineered and documented optimized code for an upcoming single-player AA sci-fi action-RPG (like Persona 5/Lies of Pi).

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 engineered main menu, in-game menu UI, movement, procedural content, tools, save-load, enemy AI, and localization systems for 3 games in C#.
- Authored **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 alongside the game director and game designers.

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.

PROJECTS

- **Quipu:** Coded + designed 3rd-person game prototype w/ *pause menu, inventory UI, equipment, health, stamina, magic, sword-parry, projectile spells, and, telekinesis*, from scratch in Unity and recreated in Unreal 5 at [Quantum Aether Games](#).
- **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](#).
- **Penumbra:** Co-wrote a 50-page miniseries screenplay following a suicide survivor navigating a parallel shadow dimension.

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

Black in Gaming

Remote, USA

Content Creation Chair, Advocacy/GDC Awards Chair

Sept 2023 – Present

Indigenous Students at Hopkins

Baltimore, MD, USA

Treasurer & Vice President

Nov 2019 – May 2023

OTHER INTERESTS & SKILLS

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