

Connor Wright

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Education

Georgia Institute of Technology

Bachelor of Science in Computer Science

August 2022 – May 2026

Experience

Software Engineering Intern, Hi-Rez Studios

June 2024 - Present

- Curating datasets and training Stable Diffusion AI image models / LoRAs of 50+ game character 3D models
- Developing node-based workflows to integrate generative AI tools into concept artist and marketing pipelines

Product Management Intern, The Home Depot

May 2024 - Present

- Analyzing online/in-store entry points for Services + Pro programs to identify friction points in customer journey
- Creating actionable product strategy and UI mockups in Figma to reduce 2000+ telephone entry points by 90%

Undergraduate Researcher, Georgia Tech Expressive Machinery Lab

January 2024 - May 2024

- Developed C# code for co-creative embodied ML agent in world's first human / AI improv dance performance
- Implemented Azure Kinect SDK and algorithms for procedural representation of Viewpoints movement theory
- Created C# / NoSQL tools for Unity + MongoDB database management / visualization / realtime data analysis

VR Software Developer, Georgia Tech Office of Information Technology

May 2023 - May 2024

- Researched use cases of emerging 3D / XR softwares for virtual production, photogrammetry, and digital twins
- Developed C# / Python code for 25+ Unity VR and OpenUSD-based NVIDIA Omniverse projects
- Managed 100+ pages of documentation for team; organized collaboration with 15+ Georgia Tech organizations

Projects

Historical Text Analysis Pipeline, Georgia Tech Vertically Integrated Project

- Developing Python tools to analyze variation in orthography / layouts of Early Modern documents across time
- Implementing ML algorithms for CV / OCR image analysis and NLP pipelines via PyTorch, NumPy, OpenCV

AI Image Prompt Builder, Product@GT + InvokeAI Collaboration

- Planned redesign for AI image generation prompt builder following competitor analysis and pain point synthesis
- Created product requirements and high-fidelity UI mockups for prompt enhancement / storage features in Figma

VectorViz, AI ATL Hackathon

- Created Svelte web app for interactive visualization / AI chat / exploration of GCP-hosted ML vector databases
- Led UI/UX design and front-end development in Svelte; implemented OpenAI API for contextual GPT querying
- Won 1st place in BCG X Business Innovation Track and Honorable Mention in Google Cloud Track

Tron: Disc Wars XR, ImmerseGT XR Hackathon

- Created Unity-based colocation multiplayer VR / AR / MR game; managed MVP goals for 36 hour timeline
- Developed C# code using Meta Interaction SDK for Passthrough and Photon Network SDK for networking
- Won 1st place in Virtual Adventures Track for Best in Gaming and Sports / Fitness

PantryPal, HackGT Hackathon

- Created React.js web app for a sustainable kitchen assistant using Tesseract.js computer vision in 36 hours

uTime, GDSC Google Solution Challenge

- Led UI/UX design and front-end development for social screentime-tracking Android app
- Created hi-fi UI mockups in Figma and Dart code using Flutter / Android Studio with GCP / Firebase backend

Technical Skills

Languages: (Proficient): Java, C#, HTML/CSS/JS, Python, NoSQL (Familiar): Dart, C, C++, SQL, Typescript

Software: MongoDB, GCP, Unity, Unreal Engine, NVIDIA Omniverse, Android Studio, Arduino

Frameworks: React.js, Node.js, Flutter, A-Frame, Three.js, Svelte

Design Tools: Figma, Miro, Adobe Photoshop, Blender, DaVinci Resolve, Stable Diffusion