

Connor M. Wright

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Education

Georgia Institute of Technology | Atlanta, GA

August 2022 – May 2026

Bachelor of Science in Computational Media

Technical Skills

Programming Languages: (Proficient): Java, C#, HTML/CSS/JavaScript (Familiar): Python, Dart, C, C++

Software: Unity, Unreal Engine, NVIDIA Omniverse, Android Studio, Git/Github, Firebase, Arduino

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

Design Tools: Figma, Adobe Photoshop, Blender, DaVinci Resolve, Trello, Stable Diffusion, MS Office Suite

Organizations: Product@GT, GTXR, Google Developer Student Club, GT CM Ambassadors, GT Design Club

Leadership: Product@GT Fall 2023 Fellowship, GT Cleanup Crew Marketing Team, IAC Student Advisory Board

Experience

Georgia Tech Office of Information Technology - Academic / Research Technologies Division

Software Implementation Researcher

August 2023 - Present

- Researching use cases of new softwares for educational and promotional uses at Georgia Tech
- Developing **C#** code for implementation of **Microsoft Mesh Toolkit** in **Unity**-based projects
- Collaborating with AE/ID/MUSI departments, GT Library, GT Arts, and ASDL to develop 5+ user stories
- Managing project documentation, use case product visions, roadmaps, and workflow notes for team

NVIDIA Omniverse Implementation Researcher

May - August 2023

- Created 25+ rapid prototypes showcasing capabilities of **NVIDIA Omniverse** platform for educational use
- Collaborated with ME/LMC/ARCH departments to develop 6 user stories / use cases for Georgia Tech courses
- Managed 100+ pages of project documentation, use case product visions, roadmaps, and workflow notes

Shipwright Studios

January 2022

Game Developer Intern

- Developed **C#** code in **Unity** for enemy AI, gameplay mechanics, and backend management systems
- Pitched product vision / development roadmap for game prototype under mentorship of company cofounder
- Designed 20+ custom game-ready 3D models and animations in **Blender** and integrated into Unity scene

Projects

Pantry Pal

October 2023

HexLabs HackGT X Hackathon

- Created **React.js** web app for a sustainable kitchen assistant powered by computer vision in 36 hours
- Led front-end development in **JavaScript**; implemented Spoonacular API and computer vision via Tesseract.js

Tron: Disc Wars XR

April 2023

ImmerseGT XR Hackathon | 1st Place in Virtual Adventures Track

- Created **Unity**-based colocation multiplayer **VR/MR** game; managed MVP goals based on 36 hour timeline
- Developed **C#** code for network-based scoring, object instantiation, and audio with **Photon Network SDK**
- Implemented **Meta Interaction SDK** for Passthrough, multiplayer colocation, and networked physics
- Designed 3D models in **Blender** and edited / integrated teammate's final models into Unity scene

uTime

January - April 2023

Google Developer Student Club - Google 2023 Solution Challenge

- Created social screentime-tracking **Android app** targeting the UN's 17 Sustainable Development Goals
- Designed 10+ iterations of UI in **Figma**; conducted UX research regarding UI appearance and functionality
- Led front-end development for app interface implementation in **Dart** using **Flutter** and **Android Studio**
- Edited demo video showcasing product vision, user stories, app features, and back-end infrastructure

STEMobile Electric Vehicle

January - June 2021

HS STEM Junior Capstone

- Developed **C/C++** code for **Arduino** to monitor and control motor, UI, and electrical systems of electric vehicle