

# 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

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

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

**NDA Software Implementation Researcher**

August 2023 - Present

- Researching user stories / use cases of NDA software for educational and promotional uses at Georgia Tech
- Collaborating with ME/ARCH 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**

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

## Projects

**Product Fellowship Capstone**

September 2023 - Present

**Product@GT - Fall 2023 Product Fellowship**

- Developing team-based capstone project alongside 12-week training program in product management principles

**Tron: Disc Wars XR**

April 2023

**ImmerseGT XR Hackathon | 1st Place in Virtual Adventures Track**

- Created Unity-based colocation multiplayer mixed-reality game; managed MVP goals based on 36 hour timeline
- Developed network-based scoring, object instantiation, and audio systems using Photon Network SDK
- Assisted in implementing Meta Interaction SDK for Passthrough, multiplayer colocation, and networked physics
- Designed prototype 3D models in Blender and 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 final app interface implementation in Dart using Flutter and Android Studio
- Edited demo video showcasing product vision, user stories, app features, and back-end infrastructure

**BuzzCafe**

March 2023

**HexLabs Horizons 2023 Arts + Tech Hackathon | 1st Place in Digital Track; Mixed Reality Challenge Winner**

- Created Unity-based VR interactive art experience; managed MVP goals based on 24 hour timeline
- Designed 30+ custom game-ready 3D models and animations in Blender and integrated into Unity scene