

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# (Familiar): Python, Dart, C, HTML/CSS, JavaScript

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

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

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

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

Experience

Georgia Tech Office of Information Technology - Academic Technology, Innovation & Research Computing

NDA Software Implementation Researcher

August 2023 - Present

- Researching user stories / use cases of NDA software for educational use at Georgia Tech.
- 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 ecosystem for educational use.
- Collaborated with ME, LMC, and 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 for team.

Shipwright Studios

January 2022

Game Developer Intern

- Pitched product vision and 2-week development roadmap for game prototype under mentorship of company cofounder.
- Solo developed game prototype in Unity, creating enemy AI, gameplay mechanics, and management systems.
- Designed 20+ custom game-ready 3D models and animations in Blender and integrated into Unity scene.

Projects

Tron: Disc Wars XR

April 2023

ImmerseGT XR Hackathon

- Created Unity-based colocation multiplayer mixed-reality game; managed MVP goals based on 36 hour timeline.
- Developed network-based scoring, object instantiation, and audio manager systems using Photon Network SDK.
- Assisted in implementing Meta Interaction SDK for VR Passthrough, multiplayer colocation, and networked physics.
- Designed prototype 3D models in Blender and integrated teammate's final models into Unity scene.
- Awarded first place in Virtual Adventures track for Best in Gaming & Sports/Fitness.

uTime

January - April 2023

Google Developer Student Club - Google 2023 Solution Challenge

- Created cooperative screentime-tracking Android app targeting the United Nation's 17 Sustainable Development Goals.
- Designed 10+ iterations of user interface 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 background infrastructure.

BuzzCafe

March 2023

HexLabs Horizons 2023 Arts + Tech Hackathon

- 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.
- Awarded first place in Digital Track and Mixed Reality Challenge.