Connor M. Wright

502-655-3522 | connorwright1122@gmail.com | https://www.linkedin.com/in/connor-wright-865io/ | connorwright1122.github.io/

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, Python   (Familiar): Dart, C, C++
Software: Unity, Unreal Engine, NVIDIA Omniverse, Android Studio, Git/Github, Google Cloud / Firebase, Arduino
Frameworks: React.js, Node.js, Flutter, A-Frame, Three.js, Svelte
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
3D / VR Software Developer   *May 2023 - Present*
- Researching use cases of new 3D / XR / VR softwares for educational and promotional uses at Georgia Tech
- Leading development of **C#** code for implementation of **Microsoft Mesh Toolkit** in VR **Unity**-based projects
- Created 25+ **Python**-based rapid prototypes showcasing **NVIDIA Omniverse** platform for educational use
- Collaborating with 15+ Georgia Tech departments / organizations to develop 15+ user stories / use cases
- Managing 100+ pages of documentation, use case product visions, roadmaps, and workflow notes for team

Shipwright Studios   *January 2022*
Game Developer Intern
- Developed **C#** code in **Unity** for enemy AI, gameplay mechanics, and backend management systems
- Designed 20+ game-ready 3D models / animations in **Blender** and **Substance Painter**

Projects

VectorViz   *November 2023*
AI ATL Hackathon | 1st Place - BCG X Business Innovation Track; Honorable Mention - Google Cloud Track
- Created **Svelte web app** for interactive visualization / AI chat / exploration of vector databases in 36 hours
- Led UI/UX design and front-end development with **Svelte** / **JavaScript**; implemented **OpenAI API**
- Developed app interaction with 22M custom vector embeddings from databases in **PostgreSQL**, **Google Cloud**

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 text recognition via **Tesseract.js**

Tron: Disc Wars XR   *April 2023*
ImmerseGT XR Hackathon | 1st Place - Virtual Adventures Track
- Created **Unity**-based colocation multiplayer **VR / AR / MR** game; managed MVP goals for 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

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
- Led front-end development in **Dart** using **Flutter** and **Android Studio** with **Google Cloud** / **Firebase** backend
- Designed 10+ iterations of UI in **Figma**; conducted UX research; created demo video / product vision slide deck

STEMobile Electric Vehicle   *January 2021 - June 2022*
HS STEM Team Capstone
- Developed **C/C++** code for **Arduino** to monitor and control motor, UI, and electrical systems of electric vehicle