

Connor M. Wright

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Education

Georgia Institute of Technology | Atlanta, GA

August 2022 – May 2026

Bachelor of Science in Computer Science - Intelligence & Media

Technical Skills

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

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 (Fall 2023 Fellowship), GTXR, Google Developer Student Club, GT Design Club

Experience

Georgia Tech Expressive Machinery Lab

January 2024 - Present

Student Researcher / Unity Developer

- Developing **C#** code for **Unity**-based LuminAI ML agent for world's first human/AI improv dance performance
- Implementing ML model for procedural representation of **embodied co-creative agent** through **MongoDB**

Georgia Tech Office of Information Technology

3D / VR Software Developer

May 2023 - Present

- Researching use cases of emerging 3D / XR softwares for educational and promotional uses at Georgia Tech
- Leading projects exploring virtual production, photogrammetry, 3D visualization, and interactive digital spaces
- Developing **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
- Managing 100+ pages of documentation for 15+ use cases in collaboration with 10+ Georgia Tech organizations

Projects

Historical Text Computational Analysis Pipeline

January 2024 - Present

Georgia Tech Vertically Integrated Project

- Developing **Python** tools to identify / obtain / scrape / process ancient documents in varying states of digitization
- Implementing **ML** algorithms for **CV/OCR** image analysis and **NLP** pipelines via **PyTorch** and **NumPy**

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 in **Svelte**; implemented **OpenAI API** for contextual GPT querying
- 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