CONNOR SPEARS

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SKILLS

Technical Skills: Unity, Unreal, C#, C++, Notion, Figma, Atlassian Suite, Git, Blender
Design Skills: Systems, Level, Puzzle, Progression Systems, Accessibility, UI, Economy Management, Rapid Prototyping, Macro Charts, Vertical Slices, Gameplay Balancing

PROFESSIONAL EXPERIENCE

Certified Instructor   Remote, NJ
GameU   Mar 2025 - Present
- Teach special need students about programming and game design using tools such as **Unity**, **Python**, and **Adobe Suite**
- Prepare under privileged children for a career in technology
- Problem-solve issues that arise when dealing with special needs individuals

Lead Designer and UI/UX Programmer   Ann Arbor, MI
WolverineSoft Studios   Aug 2023 - Apr 2025
- Participated on a large team of ~40, used tools such as **Git**, **Jira**, **Confluence**, and **Figma** to create games in Unity
- Created an online strategy game called Tails of War which taught **Photon** and how to ask leadership for advice
- Led an R&D team of three where we developed a prototype for a 2D hex-map city builder, taught **systems programming**, **documentation writing**, and **Rapid Prototyping**
- Continued development of our R&D project serving as **Lead Designer** using tools like **Notion** to write documentation on multiple systems including dialogue, random events, gear, and buildings

UNIVERSITY PROJECTS

Project Promotion   Jan 2025 - Dec 2025
- Led a team of undergrads through preproduction and a semester of full production on a 2.5D Tactical RPG
- Assigned tasks and wrote documentation on subjects such as **Design Pillars**, **Keystones**, and **Personas**
- Developed core gameplay systems such as **A* Navigation**, a **Conditional Turn Battle System**, and a **State Machine**
- Designed and presented a **Pitch Deck** to to evaluate potential for full scale production in the following course

Cat-astrophe   Jan 2023 - Apr 2023
- Solo-developed a 3D puzzle-action platformer as part of an independent study
- Designed a responsive and smooth player controller as well as dozens of different interactable objects
- Conducted playtesting and iteration, resulting in an eight out of ~30 finish at the UM-EMU games showcase

EDUCATION

Masters of Arts in Media and Information   East Lansing, MI
Michigan State University   Expected Apr 2026

Bachelor of Science in Computer Science, Cum Laude   Ypsilanti, MI
Minor in Simulation, Animation, and Gaming   December 2024
Eastern Michigan University