

# CONNOR SPEARS

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## EDUCATION

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**Bachelor of Science in Computer Science**  
**Minor in Simulation, Animation, and Gaming**  
Eastern Michigan University  
Cumulative GPA: 3.53/4.0; Dean's List 2020-2024

Ypsilanti, MI  
Expected December 2024

## SKILLS

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**Technical Skills:** Unity, Unreal Engine, Godot, Git, Burndown Charts, Systems Programming, Web Programming, Bash, Scrum, Extreme Programming

**Languages:** Advanced in Java, C#, Python; Proficient in C++, JavaScript, HTML, CSS, Scala

## RELEVANT WORK EXPERIENCE

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### Teaching Assistant

Unity I and Unity II in the Simulation, Animation, and Gaming department at EMU

Ypsilanti, MI

Jan 2024 - Present

- Create assignments and work with a new professor to lay out a plan for teaching a group of 40 students how to use the Unity game development software
- Help students and teach many of them programming for the very first time. Teach students how to use animators, shaders, and particle effects in 3D for Unity II

### Lab Monitor

Sill Hall for the Simulation, Animation, and Gaming department at EMU

Ypsilanti, MI

Jan 2023 - Present

- Keep computer labs open to students outside of teaching hours, including weekends, allowing students to work on projects on the powerful computers on campus
- Available in person for tutoring/technical questions, and helped the department with odd jobs that could be done in the lab such as setting up VR headsets for an art showcase

## UNIVERSITY PROJECTS

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### Cat-astrophe

Jan 2023 - Apr 2023

- Created a 3D puzzle-sandbox game for an independent study. First 3D game, second game project, and first solo project
- Used Unity and C# and did everything solo aside from the art. Placed 8 out of 30 at the UM-EMU games showcase
- Learned how to use Unity tools such as Cinemachine, particle effects, post-processing stacks, and 3D movement systems

### Cozy House Simulator 2024

Feb 2023 - Apr 2024

- Solo developed for the final project in Computer Game Programming, first VR project
- Followed the Unity pathway for VR so did not code any of the rigging or camera; however, became familiar with the structure just from working with it

## VOLUNTEER ACTIVITIES

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### Quality Assurance/UI/UX Programmer

WolverineSoft Studios

Ann Arbor, MI

Aug 2023 - Present

- Worked with the University of Michigan's professional game development group to publish games. Worked on a large team of about 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 basic networking principles. Programmed a turn-timer, and a lot of the HUD elements such as currency and health
- Created a run-and-gun game called Corrupt Eldritch Order. Implemented a permanent upgrade system, a game over screen, a weapon select screen, and worked on the pause menu as well as the HUD. Worked on the game more over the summer which taught me about the Steam API and release requirements