# Connor Fahy

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Mountain View, CA - willing to relocate
**Github**: github.com/fahyc
**Portfolio Pre-Google:** fahyc.github.io/Portfolio

**Summary**

- Scrappy generalist SWE with proven proficiency in educational game development, VR/AR, and full stack UI
- Gameplay programmer with a focus on software architecture and HCI
- Virtual reality design, coding, and user interface experience on the Vive and Rift
- Strong experience in C#, Java, and Unity. Familiarity with Javascript  C++, C, Python, PHP, WebGL, MySQL, HTML, and Unreal Engine 4.
- Working knowledge of source control including git and fig, android development, developing on Linux, full stack web development
- Hired at Google by daydream for VR experience - ended up in Assistant TV
- Looking for an opportunity to build something great on a faster paced team

**Work Experience**

**Google TV Assistant Cards** - April 2019-March 2021

This role involved working on the Android app client as well as the Google Search backend with some usage of Assistant Server. Main goal was releasing the new Chromecast with Google TV which launched successfully in September 2020. Highlights include developing the majority of cards (UI) for non-media assistant queries, taking the lead on solving fundamental surface specific issues with the prototype UI framework we used, and designing and driving several procedural ways to improve code reusability such as proto autoconverters and an elements standard layout shared between cards.

**Mindforge VR/AR -** Construction Training Course - August 2017 - Feb 2019:

Worked for Mindforge, a subdivision of IRMI, to build a PC virtual reality training simulation to teach crane signaling with a small team in Unity C#. Highlights include building physics based crane failure sequences on static models, final pass gesture recognition, core state machine code for directing lesson scenes, building 13 5-10 minute scenarios including coding the scenario specific behaviors and physics, prototype voice recognition, audio work, and state machine based AI for NPCs. (Trailer video in portfolio linked at top)

**The Aquatic Messenger** - Paid School Research Project - Jan 2016 - June 2017:

Helped build World of Plankton museum installation as lead programmer. Tasks included rebuilding the UI and a VR module for Vive. The VR work included a continuous scale changing system, plus Plankton AI, spawning, and a lot of atmosphere design.
(Trailer video in portfolio linked at top)

**Education**

Rensselaer Polytechnic Institute class of May 2017, 3.5 GPA. Dual major in Computer Science and Games and Simulation Arts and Sciences.