Connor Fahy

fahycgd@gmail.com
207-613-6226
490 King Ave Apt A, Columbus OH, 43201
Github: github.com/fahyc
Portfolio: fahyc.github.io/Portfolio

Summary

- Gameplay programmer with a focus on software architecture and human interaction
- Proficient in solving low level and high level design problems in games and applications, fixing bugs and balancing games
- Experience in languages from most to least proficient: C#, Java, and Javascript C++, C, Python, PHP, WebGL, Node JS on AWS Lambda, MySQL and HTML
- Very experienced with Unity3D and experienced with the Unreal Engine 4.
- Working knowledge of source control, android development, developing on linux, full stack web development
- Virtual reality design, coding, and user interface experience on the Vive and Rift
- Always looking to learn more to improve my skills

Work Experience

August 2017 - Present:
Worked for Mindforge, a subdivision of IRMI, to build a PC virtual reality training simulation to teach crane signalling with a small team in Unity C#. Highlights include building dynamic crane failure sequences from static models, final pass gesture recognition, core state machine code for directing lesson scenes in a maintainable way, building 13 5-10 minute scenarios including coding the scenario specific behaviors, prototype voice recognition, audio work, and state machine based AI for NPCs.

Spring/Fall 2016, Spring 2017:
Working on the on the World of Plankton research project as lead programmer. Project is in Unity and C# and is funded by the Jefferson project to be a museum installation. Tasks include rebuilding the UI, minigame that allows the player to go back in time, and a VR module for Vive. The VR work includes a continuous scale changing system, plus plankon AI, spawning, and a lot of atmosphere design.

Summer 2015,2016:
Designed and built a webapp for student data visualization in javascript/HTML, PHP, and MySQL for University of Maine at Augusta
- Features: Interactive graphing tool for up to date data about all students in the university pulled from a MYSQL database.

Education

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