Connor Fahy

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Github: github.com/heskey30

Portfolio: http://homepages.rpi.edu/~fahyc/Portfolio/

Summary

- Programmer and game designer
- Experienced with coding and designing on teams and working on large projects
- Proficient in solving design problems in games and applications, and in balancing games.
- Proven systems designer and UI/UX designer
- Preferred languages are C#, Java, and Javascript
- Proficient in C++, C, Python, PHP, WebGL, Node JS on AWS Lambda, and HTML
- Also worked in Haxe, Erlang, MIPS assembly, and MySQL
- Very experienced with both Unity and Unreal engines.
- Working knowledge of source control (git and sourcetree), android development, developing on linux, full stack web development
- Always looking to learn more to improve my skills

Work Experience

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. 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 current data about all students in the university pulled from a MYSQL database.

Summer 2014:

Designed and built an Android app for University of Maine at Augusta

Features: A secure login system based on student emails using a MySQL database as backend, messaging and announcements based on the same server, and a calendar drawing from the university Google Calendar.

Education

Rensselaer Polytechnic Institute, 3.51 GPA. Dual major in Computer Science and Games and Simulation Arts and Sciences. Projected graduation: May 2017.

Notable classes: Data Structures, Introduction to Algorithms, Game Architecture, Operating Systems, Computer Organization, Principles of Software, Computer Graphics, Cell Biology