Connor Fahy

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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, HTML, Firebase, and Unreal Engine 4
- Excellent knowledge of source control including git and fig
- Expert in Unity/C#, including agent AI, vector math, networked multiplayer (especially Normcore), integrating external technologies, and building designer friendly tools

Pluto TV, Senior Unity Developer - May 2022-Present
Owned and developed public-facing multiplayer features for the Pluto TV Immersive Webapp for Oculus Quest. This includes state-syncing between users such as video content syncing, different modes of communication such as a content suggestion system and gestures and voice, and a sharding system for over a hundred VR users to join the same space. Also did some work on matchmaking and many general Unity tasks, especially during crunch times.
Link: https://www.oculus.com/experiences/quest/5146165292087195/
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 (frontend 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)

Education

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