Connor Fahy

fahycgd@gmail.com
207-613-6226
2211 15th street Troy NY
Github: github.com/fahyc
Portfolio: fahyc.github.io/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, fixing bugs and 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 Unity3D and experienced with the Unreal engine.
- Working knowledge of source control (git and sourcetree), android development, developing on linux, full stack web development
- Virtual reality design and scripting experience on the Vive
- Always looking to learn more to improve my skills

Work Experience

<u>Spring/Fall 2016, Spring 2017</u>:

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.

<u>Summer 2015,2016</u>:

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.

<u>Summer 2014</u>:

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

Notable classes: Data Structures, Introduction to Algorithms, Game Architecture, Operating Systems, Computer Organization, Principles of Software, Computer Graphics, Learning and Advanced Game AI