

Hamilton Connor

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Education

BACHELORS OF ARTS | FALL 2014 - SPRING 2018 | UNIVERSITY OF CALIFORNIA: SANTA CRUZ

- Major: Art and Design: Games and Playable Media

Related Courses

- Computer Science 121: Mobile Applications
- Computational Media 120: Game Development Experience
- Computer Science 12B: Data Structures
- Computational Media 131: User Experience
- Computational Media 177: Creative Strategies in Games

Projects

PROGRAMMER AND DESIGNER | SOS

- A JavaScript “hot seat” multiplayer game involving players collecting and allocating resources to a shared space ship
- Programmed the animation system, graphics engine, game logic, and interface

PROGRAMMER | TOUCH INVENTORY

- UI project built in JavaScript and HTML5
- A new inventory system where the user would make swipe gestures on the screen correlating to certain items
- Programmed all logic to interpret complex gestures

PROGRAMMER AND DESIGNER | SPACE ALONE

- Puzzle exploration game made with the Unity engine.
- A game involving a lost astronaut searching for home, featuring 3d environment puzzles and small planets the players could orbit and interact with
- Programmed the gravity and movement of the player and designed the narrative and puzzles

Other Work Experience

MAINTENANCE WORKER | UNIVERSITY OF CALIFORNIA: SANTA CRUZ

- Full time cleaning and mechanical maintenance for university housing

DATA ENTRY OPERATOR | WILSON VINEYARDS

- Part time excel data entry for chemical usage on a vineyard

Skills

- Javascript
- Java
- git
- Unity
- Unreal
- C#
- MDA game design theory
- Blender
- Photoshop

Extra-Curricular

- Vice-President of high school chemistry club
- 1st chair Cello, school orchestra
- 2nd chair Cello, Sacramento Youth Symphony
- 2 years of Japanese Language