Edward Conroy
Independent Game Developer - Labrodex Inc

Matawan, NJ - Email me on Indeed: indeed.com/r/Edward-Conroy/e0342042f5c4bfe3

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Independent Business Owner
Unlucky Games   -   Matawan, NJ - April 2017 to Present

Created my own store front to sell merchandise and singles for popular TCGs such as Yu-Gi-Oh!, Magic: the Gathering, and Cardfight! Vanguard. Currently a Gold Star seller on TCGPlayer.com; one of the premier gaming marketplaces for TCGs.

Independent Game Developer
Labrodex Inc - January 2017 to Present

• Developed AI and designed levels for an Unannounced 3D VR Game in Unity
• Worked as a contractor to implement alert system
• Implemented a waypoint system and patrol routes
• Implemented unique pursuit mechanics and behavior
• Designed the rooftop level for Scrapper

Store Clerk
Jinx Collectibles LLC - July 2016 to October 2016

• Manage and run tournaments for various trading card games including Magic: the Gathering, Yu-Gi-Oh!, Pokemon, and Cardfight! Vangaurd.
• Also manage purchases, store inventory, and customer relations.
• Revamped the store credit system to make customer purchases and transactions much easier.
• Provided product advice and updated current products to meet growing public demand.

Tutor
 - September 2013 to May 2016

• Helped fellow students understand different programming concepts and languages.
• Helped about 3-4 students a day with problems involving: C, C++, Java, C#, Unity, Game Maker, SDL, and Unreal Engine 4.

Game Engineering Intern
 - June 2015 to August 2015

• Developed and designed five skilled based casino prototypes for land based and mobile platforms.
• Created and designed a unique prototype every week.
• Programmed and designed prototypes by myself, from scratch and used existing art assets provided by High 5 Games.
• Consulted with Quality Assurance Testers and other Game Developers on the design and play style of the prototypes.

EDUCATION

B.S. in Information Technology
New Jersey Institute of Technology
September 2012 to May 2016

SKILLS

C# (5 years), C++ (2 years), JAVA (4 years), UNREAL ENGINE (2 years), .NET (Less than 1 year), Unity (5 years), C (5 years)

LINKS

https://github.com/EdConroy

ADDITIONAL INFORMATION

PROGRAMMING SKILLS
Programming Languages
C, C++, Java, C#, and Javascript

Development Libraries
SDL, OpenGL, GLU, GLEW, and Glib

Development Environments
Unity, Unreal Engine 4, Game Maker, idTech II, idTech IV, CryEngine, Visual Studio […] Eclipse

PERSONAL PROJECTS
Project: Terraforming
• A Third person 3D puzzle platformer created in Unreal Engine 4 for the Capstone.
• Uses physics and rotations of the map to aid the player in completing the maze
• Designed the 2 levels and the environments for those levels
• Designed the systems and the mechanics of the game
• Link: https://drive.google.com/folderview?id=0B48taXUGG4bXTkJVeEprWDJGWmc&usp=sharing

Arena Souls
• An Arena based 3rd person multiplayer combat game, in the vein of a "Souls" style combat system.
• I designed 2 of the levels and environments in the game (Shore Stone and Niflheimr).
• Features symmetrical maps with power weapons, all players spawn with the same available weapons.
• Classic arena game types, Deathmatch, TDM, and CTF.
• Link: http://globalgamejam.org/2016/games/arena-souls

Rocket Roulette
• A 3D third person shooter created using OpenGL and SDL libraries made from scratch.
• Features Collision systems, physics Systems, and different weapon systems.
• 3 unique weapons with their own collisions and physics.
• Multiplayer enabled over the internet
• Github: https://github.com/EdConroy/LegionEngine3D/tree/movement

2D SDL Fighting Game

• A 2D fighting game created using SDL and C for PC with local multiplayer.

• Game engine made entirely from scratch.

• Implemented an entire state machine, fighter (entity) system, combo system, positional blocking, and knockback.

• 5 characters with unique moves and different move properties in order to fit the Marvel vs. Capcom style.

• Github: https://github.com/EdConroy/LegionEngine

idTech II Jailbreak Mod

• Programmed in C using the idTech II engine, players will play capture the flag where players who die can only be revived by their players "tagging them in" by shooting them.

• Created three different reactive armor types that would be immune to different kinds of weapons.

• Create 21 unique weapons using the current weapons in the game as a basis to vary up the speed of Quake II to make it faster paced to create a more fluid experience and to prevent "camping."

• Github: https://github.com/EdConroy/IT266QuakeII