

Connor Douglas

Game Engineer
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Skills

Unity
Visual Studio
Git
Xcode

Qt Creator
Unreal Engine

Languages

C#
C
C++
Java

Javascript
OpenGL
HTML/CSS

Projects

Fall 2015-present

Parts Per Million 10⁻⁶ Lead Engineer

Spring 2017

- Hex map RTS focused on environmental impacts and green society
- Built in Unity 5 with a team of 6
- Wrote procedural mesh generation of hex map

C# Unity

Veloces Engineer

Fall 2016

- 2D local couch co-op hack and slash.
- Created in Unity 5 with a team of 3.
- Wrote player controller and various UI functions.

C# Unity

AgCubio Lead Engineer

Fall 2015

- Networked multiplayer game based off of the popular Agar.io game.
- Wrote screen-scrolling, physics, and collisions.
- Created MySQL database server accessible from a website.

C# Visual Studio MySQL SFML

PixelYen Engineer

Spring 2016

- Sprite drawing application with a suite of drawing tools
- Wrote layer and frame organizational system
- Animations can be exported into animated GIFs.

C++ Qt Magick++

Work Experience

Summer 2013-present

Punahou School

June 2017-August 2017

Summer School TA

- Middle school teaching assistant for Coding and Game Design course.
- Teaching MIT's visual scripting language Scratch to design and create simple games.

University of Hawaii UHERO

June 2013-August 2013

Summer Intern

- Responsible for website design, info-graphics and database organization for economic projects.
- Design interactive website using Ruby, Javascript, HTML, and JQuery.
- Work in a team setting to develop a web based API for UHERO's economic indicator data.

Education

Summer 2013-present

University of Utah

Salt Lake City, Utah

Fall 2014-Spring 2018

Major: B.S. Computer Science Entertainment Arts & Engineering (EAE)