

Connor Wall

Portfolio: <https://connorwall.com/> | GitHub: <https://github.com/connorwall>
LinkedIn: www.linkedin.com/in/connorwall | Contact: connorwall2000@gmail.com

SKILLS

Software: C++, C#, HLSL, Java, HTML | Git, Unity VC | Unreal 5, Unity, Houdini, Illustrator, Photoshop, Twine, Blender
Skills: Game Dev, UX, AI, Tools Programming, Algorithms, Scripting, Blueprint, Data Structures, UI, Graphics, Multiplayer

PROFESSIONAL EXPERIENCE

Freelance Programmer, Tech Artist, VJ (accompanying DJ performances) **Boston, MA + Bronx, NY, USA**
Quantum Aether Games *Aug 2023 – Present*

- Document [devlogs](#); research + create [Houdini simulations](#), [cinematics](#), [animal AI](#), [UI](#), [shaders](#), [gameplay](#), [particle VFX](#).
- Perform live audiovisual sets using Unreal and live-coded HLSL visuals with Live Code NYC and Boston Tech Poetics.

Software Developer, Data Scientist (Contract) **Cambridge, MA, USA**
Plex Research *June 2024 – Feb 2025*

- Coded responsive visual systems using JavaScript, Python, and Node graphs; mapping 10K+ drug-protein interactions.
- Aggregated datasets for search optimization using C++; integrating Claude LLM into drug discovery search platform.

Gameplay Programmer (Contract) **Boston, MA, USA**
Neptune's Cloud Entertainment *Sept 2023 – Dec 2023*

- Built core systems (inventory, combat AI, UI, save/load) in UE5 (C++ and Blueprints) for an upcoming AA action RPG.
- Engineered and documented optimized code for an upcoming single-player AA action-RPG (like Persona 5/Lies of P).

Lead Game Programmer + Narrative Designer **Copenhagen, Denmark**
Danish Academy of Digital Interactive Entertainment (DADIU), National Film School of Denmark *Aug 2022 – Dec 2022*

- In a 19-person game development team (4 programmers), I engineered main menu UI, HUD UI, movement, procedural content, tools, save-load, enemy AI, and localization systems for **3 published indie games in C#**.
- Authored **narrative systems** such as character bios, crew audio logs, and character narration (20 min audio) to establish an ethical dilemma in a puzzle exploration game alongside the game director and game designers.

Narrative + Game Design Intern **Malmö, Sweden**
Nordic Stone Studio *Jul 2022 – Dec 2022*

- Conceptualized central storyline and **4+ character bios** inspired by historical figures for action-RPG mobile game.
- Developed coherent game narratives based on existing **15+ combat mechanics** with game designers.

PROJECTS & AWARDS

- **Omnivores Rule:** Solo-dev, 3rd-person biological sim (Journey x Outer Wilds). Discover alien life as an android, UE 5.6
- **Roboleon:** Coded *save-load*, *UI*, *procedural obstacle*, and *tool* systems in a ~45min adventure puzzle game in C#.
- **Awards:** 2nd Place, San Francisco AGI Hackathon (**team lead**); MIT StageHack "Chaos Under Fire" Award (**team lead**).
- **Talks & Exhibits:** Speaker at Game Devs of Color Expo 2024 ([talk](#)); Awardee & Presenter: 2025 BIPOC Games Conference.

EDUCATION

Johns Hopkins University **Baltimore, MD, USA**
Bachelor of Arts in Computer Science, Film & Media Studies *Sept 2019 – May 2023*

Denmark Technical University, National Film School of Denmark **Copenhagen, Denmark**
Computer Graphics Program, Game Production Program (Masters Exchange Programs) *Jan 2022 - Jan 2023*

LEADERSHIP

Black in Gaming **Remote, USA**
Content Creation Chair, Advocacy & GDC Awards Chair *Sept 2023 – Present*

Boston Game Dev, Boston Tech Poetics, Live Code NYC, Amir Satvat Mentor **Remote + Boston, NYC, USA**
Event Organizer, Volunteer, Hacker *Jan 2024 – Present*

OTHER INTERESTS & SKILLS

Spanish - fluent; **Russian, Mandarin** - intermediate; **Danish** – beginner; gymnastics; teamwork; empathy; bonsai; Indigenous futurisms