Connor Wall

Portfolio: https://connorwall.com/ **| GitHub:** https://github.com/connortwall
LinkedIn: www.linkedin.com/in/connortwall **| Contact:** connor.wall@verizon.net

SKILLS

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

PROFESSIONAL EXPERIENCE

Data Scientist (Part-time)   **Cambridge, USA**
Plex Research   *June 2024 – Present*
 - Catalog proteome – drug interaction data across databases to use in the Plex search engine.
 - Research drug interaction data; coding javascript-based node graphs for responsive visual searches in the Plex engine.

Solo Projects, Content Creator, Programmer   **Cambridge, USA**
Quantum Aether Games   *Aug 2023 – Present*
 - Research + integrate Indigeneity, cultural storytelling, and solarpunk philosophy into new game worlds.
 - Documenting game development learnings regularly on LinkedIn, Instagram, X, YouTube, and other platforms.
 - Develop both experimental interactive art and commercial game dev in Unreal Engine using C++.

Gameplay Programmer (Contract)   **Remote, USA**
Neptune's Cloud Entertainment   *Sept 2023 – Dec 2023*
 - Implemented + debugged inventory, combat, save, UMG, and UI systems in UE blueprints and C++ with design lead.
 - Engineered and documented optimized code for an upcoming single-player AA action-RPG (like Persona 5/Lies of P).

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, I engineered main menu UI, HUD UI, movement, procedural content, tools,
   save-load, enemy AI, and localization systems for 3 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.

PROJECTS

 - **Omnivore's Rule:** Programmed + designed 3rd-person game prototype for Just Play Jam for Climate Futures in Unreal 5.
 - **Anansi's Justice:** Solo developed a 1st-person horror game inspired by Alien Isolation (Just Play Game Jam Dec 2023).
 - **Roboleon Game:** Coded *save-load, UI, procedural obstacle,* and *tool* systems in a ~45min adventure puzzle game in C#.
 - **Metawalker:** Conceptualized central story, 10+ characters, and game design for upcoming game at **Nordic Stone Studio**.

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 Indies   **Remote, USA**
Event Organizer, Volunteer   *May 2024 – Preset*

OTHER INTERESTS & SKILLS

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