

Connor Wall

Portfolio: <https://connorwall.com/> | GitHub: <https://github.com/connorwall>
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SKILLS

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

PROFESSIONAL EXPERIENCE

Data Scientist (Part-time)

Remote, USA

Plex Research

June 2024 – Jan 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.

Solo Projects, Programmer, VJ, Content Creator

Cambridge, Bronx, USA

Quantum Aether Games

Aug 2023 – Present

- Solo-developed demo *Omnivores Rule* (UE5); exploring call-response, echolocation mechanics, and responsive shaders.
- Built and documented [devlogs](#) across animation, [animal relationship AI](#), [flight exploration](#), and [insect swarming logic](#).
- Perform live audiovisual sets using Unreal and live-coded HLSL visuals with Live Code NYC and Boston Tech Poetics.

Gameplay Programmer (Contract)

Remote, 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).

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 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 5.4.
- [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; MIT StageHack "Chaos Under Fire" Award.
- **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

Jan 2024 – Present

OTHER INTERESTS & SKILLS

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