

# Connor Wall

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

**Software:** C++, C#, Java, CSS, HTML | Git, Unity VC, Azure | 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

### Solo Developer + Anthropological Researcher

Cambridge, USA

Quantum Aether Games

Aug 2023 – Present

- Develop both experimental interactive art and RPG + horror game dev logs in Unreal Engine using C++.
- Research + integrate Indigeneity, cultural storytelling, and solar punk philosophy into new game worlds.
- Record, design, and publish findings weekly on LinkedIn, Instagram, X, YouTube, and other platforms.

### 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 sci-fi 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.

### 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

- **Quipu:** Coded + designed 3<sup>rd</sup>-person game prototype w/ *pause menu, inventory UI, equipment, health, stamina, magic, sword-parry, projectile spells, and, telekinesis*, from scratch in Unity and recreated in Unreal 5 at [Quantum Aether Games](#).
- **Anansi's Justice:** Solo developed a 1<sup>st</sup>-person adventure horror game inspired by Alien Isolation (Just Play Game Jam Dec 2023).
- **Roboleon Game:** Coded *save-load, UI, procedural obstacle, and player tool* systems in a ~45min adventure puzzle game in C#.
- **Metawalker:** Conceptualized central storyline, 4+ characters, and game design for action-RPG mobile game [Nordic Stone Studio](#).

## EDUCATION

### Johns Hopkins University

Bachelor of Arts in Computer Science, Film & Media Studies

Baltimore, MD, USA

Sept 2019 – May 2023

### Denmark Technical University, National Film School of Denmark

Computer Graphics Program, Game Production Program (Masters Exchange Programs)

Copenhagen, Denmark

Jan 2022 - Jan 2023

## LEADERSHIP

### Black in Gaming

Content Creation Chair, Advocacy/GDC Awards Chair

Remote, USA

Sept 2023 – Present

### Indigenous Students at Hopkins

Treasurer & Vice President

Baltimore, MD, USA

Nov 2019 – May 2023

## OTHER INTERESTS & SKILLS

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