

Connor Gordon

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Education

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development

GPA 3.02/4.00

December 2021

Skills

Programming Languages: C#, C++, Java, Javascript, HTML/CSS

Tools: Visual Studio, MonoGame, Unity, Unreal, Maya

Work Experience

SCB Clinic

Bookkeeper

June 2015-April 2023

Lake Jackson, TX

- Collaborated with onsite personnel to ensure that transactions were entered correctly in Quickbooks accounting software and ensuring deposits and withdrawals with the bank, preventing potential financial issues for a small medical clinic helping underserved people.

Changeling

Programming Intern

May 2021-August 2021

- Worked within the Unreal Engine as part of a team responsible for maintaining and improving readability of code created during previous development cycles.
- Through our efforts we were able to quickly bug test errors found by other development teams and streamline processes, enabling rapid progress with level mechanics.

D27 Software

Programming Intern

May 2020-August 2020

- Worked with the project lead to develop the backend for an IOS application designed to enable users to easily create groups of contacts and send images.

Projects

Project Anwansi (Personal Project)

October 2022-December 2022

- Used the MonoGame framework and C# to create a simulated battle space where created armies could maneuver on a world map before entering into tactical combat
- Created a randomly generated terrain map from a snapshot of the world map using terrain, heat, rainfall, and height to vary the topography.

Mumbo Jumbo Magic (Academic Project)

January-May 2019

- Worked on a team of 4 over the semester to create a 2D adventure platformer with an attached level editor, exploring the MonoGame framework for C#.
- Developed a Magical Effect System so that enemies could be affected by Burn, Freeze, and Stun effects.

Activities

Rochester Wargamer Association and Guild

August 2019-December 2021

Member

- Coordinating multiple games of Dungeons and Dragons to accommodate 21 players, participating in two separate games as Dungeon Master and a third as a player.
- Worked with school services and their interpreters to allow a deaf student to enjoy the storytelling based game