

Burlington, Vermont, USA
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[LinkedIn](#)

[GitHub Repos](#)

CONNER ROOT

I am a senior Game Programming major interested in AI programming and have a variety of certifications and experience in computer science.

Education

B.S. Game Programming 3.5
Minor in Mathematics

Champlain College
Burlington, Vermont, USA
Class of 2021

Dean's List (Fall 2017, Spring 2018, Fall 2018, Fall 2019)

Languages

- C++ (Proficient)
- CSS (Proficient)
- HTML5 (Proficient)
- C# (Intermediate)
- GLSL (Intermediate)
- Assembly (Novice)
- BASH (Novice)
- Kotlin (Novice)
- JavaScript (Novice)

Tools & Libraries

- Adobe Photoshop
- Git
- jQuery
- Perforce
- Microsoft Office Suite
- Target Process
- Unity 3D
- Unreal Engine
- Visual Studio

Soft Skills

- Organization
- Forward-thinking
- Communication
- Problem Solving
- Documentation

Foreign Languages

- German (Elementary)

Recent Work Experience

Ironbelly Studios

Montreal, Quebec, Canada

Programming Intern (Jan 2020 – May 2020)

- Worked on updating and bug-fixing for a variety of asset packs for the Unreal and Unity stores
- Worked entirely remote from Ohio for the second half do to COVID-19

The Emergent Media Center at Champlain College

Burlington, Vermont, USA

Programmer (Sep 2020 – Dec 2020)

- Working on an Opium Awareness Module for the University of Vermont
- Gamifying a module to be used by medical residents in Storyline 360

Human-Centered Designer Project Lead (May 2019 – June 2019)

- Mentored new team members
- Began creating a training tool for RAF coding for Holy Name Medical Center in New Jersey

Junior Web Developer (Jan 2018 – May 2018)

- Worked an online early-learning course for teachers
- Created HTML activities for individual modules
- Added functionality to entire course using JSON and jQuery

Certifications

Cisco Networking Academy (2016)

Information Technology Essentials

Microsoft Technology Associate (2017)

HTML5 Application Development Fundamentals
Software Development Fundamentals

Precision Exams Career Skills Certificate (2017)

Computer Programming IB C++
Web Development A

Projects

The Exaggerated Epoch of Edward O'Hare | Storyend Studios

Co-Lead Programmer (Aug 2020 – Present)

- A narrative driven action-adventure game made in Unity3D
- You play as a toy acting out a grandfather's stories in real time
- For the first half of the project, I was the AI Programmer (+ some gameplay) on a 5-person team (including one other programmer)
 - The second half I assumed the role of Programming Lead on a 15 person team, with 3 new programmers
- The intent is to publish to Steam and itch.io for free in May 2021