

Dayton, OH, USA

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CONNER ROOT

I am a recent graduate with a degree in Game Programming interested in AI and have a variety of certifications and experience in computer science.

Education

B.S. Game Programming '21

+ *Minor in Mathematics*

Champlain College

Burlington, VT, USA

Languages

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

Tools & Engines

Engines

- Unity 3D
- Unreal Engine

IDEs

- Rider (for Unity)
- Visual Studio

Version Control

- Git
- Perforce

Project Management

- Redmine
- Target Process
- Trello

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 due to COVID-19

The Emergent Media Center at Champlain College

Burlington, Vermont, USA

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 on 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

Lead Programmer (Aug 2020 – Present)

- A narrative-driven action-adventure game made in Unity3D
- For the first half of the project, I was the AI Programmer (with some gameplay) on a 5-person team (+1 other programmer)
 - The second half I assumed the role of Lead Programmer and Combat Team lead on a 15 person team (+3 new programmers)
- I worked extensively in all aspects of development, even handling the uploading to Steam
- It was released on [Steam](#) and [itch.io](#) for free in May 2021