

Connor Howard

UNITY DEVELOPER

Education

BSc Game Design and Development, London South Bank University, London

SEPTEMBER 2019 – JULY 2022

Graduated - 1st with honours degree.

A Levels, Charles Darwin School, Kent

SEPTEMBER 2012 – JUNE 2014

Finishing grades: B,B,C

GCSE's, Charles Darwin School, Kent

SEPTEMBER 2007 – JUNE 2012

11 GCSE's from A-C

Previous Projects

Stop N Chop (2019/2020), Solo Project

- Designed and implemented the core gameplay loop
- Coded mobile touch screen input controls
- Designed and created the 2nd chance mini-game system that upon beating loops back into the core game system or proceeds to the fail state instead
- Programmed a randomised "compliment" system that encourages the player during gameplay by displaying various animated text on screen
- Implemented menu functionality and camera swapping menu system
- Created and implemented all art assets inside Adobe Photoshop
- Self published the project on to the Google Play store

Speed Hatcher (2020/2021), Game Jam Group Project

- Coded a spawning system with the object type based on a percentage chance
- Integrated player movement, main mechanics and timer systems
- Handled all UI and Menu functionality including animations

Crazy Crane (2021/2022), Group Project

- Developed a system that randomly chooses a block type in an object pool and attaches it to the crane's Line Renderer component
- Programmed automatic crane line swinging that changes direction based upon collision
- Utilised Unity Engines Fixed Joint components to stack falling blocks securely

Drive Or Die (2021/2022), Solo Project

- Coded a procedurally generated dungeon system including a self-correction system
- Programmed all player systems (input, collision detection, health etc)
- Implemented trail spell attack mechanic that uses custom mesh generation in real time to produce custom spell shapes trapping and damaging foes inside
- Designed and developed all enemy AI systems (movement, health, attack mechanics etc)
- Used Object Pooling to handle enemy spawning and projectiles boosting performance
- Designed and programmed all UI/Menu systems

Details

London

United Kingdom

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Links

[Portfolio Website](#)

[Twitter](#)

Skills

C# Programming

Unity Game Engine

Experience developing 2D and 3D games

Maya 3D Modelling

Unit Testing and Development Practices such as TDD and BDD

Gameplay Programming

UI Programming

Social/Communication skills

Microsoft Visual Studios

Rapid Prototyping

Developed for both PC and Mobile

Experience developing for multiple input types

Good team worker

Presentation skills

Ability to Work Under Pressure

Effective Time Management

Interpersonal Communication Skills