

## Connor J. Douglas

Gameplay Programmer  
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## Skills

C++  
Visual Studio  
Source Control (Perforce/Git)  
Game Engines (Proprietary/Unreal/Unity)  
Multiplayer Scripting  
Agile with SCRUM  
Jira/Hansoft

## Work Experience

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### **Volition** May 2019 – August 2023

*Gameplay Programmer III*

#### **Saints Row (2022)**

- Developed critical path missions with custom behaviors alongside a multi-disciplinary team
- Refactored designer-authored scripts for multiplayer using RPCs and synced states
- Wrote components for projectile behaviors and critical gameplay zones
- Debugged scripts, AI, and gameplay systems for mission stability
- Worked within an in-house proprietary C++ engine (CTG Engine) and codebase
- Inherited and maintained QTE system

*C++ Scripting CTG Engine (Epic)*

#### **Saints Row (2022) DLC**

- Created two extra critical path missions for DLC
- Worked closely with mission designers from prototype to release
- Adapted missions alongside shifts in core direction from studio leadership

## Projects

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### **Kickshot** Spring 2018

*UI Programmer*

- Kickshot is an FPS, rocket-jumping, grappling, speed running game
- Built by a 16-person team, published on Steam
- Programmed UI, HUD
- Created HLSL waterfall and distortion VFX

*C# Unity (Steam)*

### **AgCubio** Fall 2015

*Programmer*

- Networked multiplayer game base off of the popular Agar.io game
- Wrote screen-scrolling, physics, and collisions
- Created MySQL database for player data

*C++ SFML MySQL*

### **Parts Per Million 10<sup>6</sup>** Spring 2017

*Gameplay Programmer*

- Hex map RTS focused on environmental impacts and green society
- Programmed procedural mesh generation of hex map island
- Built in Unity 5 with a team of 6 over a semester

*C# Unity (itch.io)*

### **PixelYen** Spring 2016

*Programmer*

- Pixel sprite drawing application with tool suite
- Wrote editing layer and frame system
- Implemented exporting to gifs using Magick

*C++ Qt Magick++*

## Education

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### **University of Utah** Fall 2014 – Fall 2018

B.S. Computer Science with Entertainment Arts & Engineering (EAE)

### **Punahou School** 2001 – 2014

Honolulu, Hawaii