

# Connor Aguilar

(913) 636 - 4831 • [connoraguilar99@gmail.com](mailto:connoraguilar99@gmail.com) • <https://connoraguilar.com>

Computer Science with Game Development Emphasis at the **University of Southern California** - May 2021

## SKILLS

**Game Engines:** UE4 (C++ , Blueprints, Asset Management), Unity (C# scripting, Asset Management)

**Programming Languages and APIs:** C++, C#, C, Java, Python DirectX 11, Open GL

**Software:** Maya, Perforce, Git, Visual Studio

**Technical:** Gameplay Programming, Linear Algebra, Shader Programming, Agile Software Development

## PROJECT EXPERIENCE

**Ginkgo:** USC AGP – UE4, C++, First Person Puzzle, East Asian Horror **Summer 2019 - Present**

- Collaborated with engineers and designers to implement gameplay features in C++ and BP's
- Developed system for players to create "thread" splines between hook points for puzzle solving
- Iteratively built Lantern creature that tracks the player and ignites based on specific interactions

**Spenser's Challenge:** Unity, C#, 2D Adventure Game **Summer 2019 - Present**

- Managed writers, designers, and artists to create cohesive content, and establish efficient pipeline
- Architected dialogue based mini-game system that dynamically responds to player input for branching narrative outcomes
- Engineered teleportation mechanic using raycasting and AABB collision implementation

**Planet Quest:** 3D-Printed Space Exploration Board Game **Spring 2019**

- Developed resource and shop systems to allow for varied modes of playing
- Designed planet interaction system to allow for dynamic and escalating board state

**Grown Up:** UE4, C++, First-Person, Exploring Home as a Tiny Person **January 2019**

- Implemented hazard system and player respawn system to create challenge and risk
- Standardized objects to allow for varied object behavior activated by single player-side action

**Relativity:** UE4, C++, 2D/3D Platformer With World Shifting Mechanics **Summer 2018**

- Engineered shift ability to allow player to switch between characters and worlds for puzzles
- Managed asset pipeline between UE4 and Maya, and integrated assets into game

## OTHER EXPERIENCE

**Vice President of USC Knux Animation Club** **Present**

- Organized workshops and inter-club events. Managed communication between leadership and members. Planned and ran weekly meetings. Helped develop monthly animation curriculum

**iD Tech Instructor** **Summer 2019**

- Taught 13-17-year-old students about game development. UE4 and Unity programming, modeling in Maya, and general game design principles. Helped to scope and manage final game projects