

# Connor Aguilar

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## Professional Experience

**Gameplay Animation Programming Intern** May - August 2020  
*Fortnite, Epic Games (Remote)*

- Iteratively implemented gameplay animation system features to fulfil the needs of animators and designers
- Identified and fixed bugs in existing gameplay animation systems
- Collaborated with animators and engineers to document and develop new blueprint nodes and engine features

## Project Experience

**Creative Director & Programmer** May 2020 - Present

- Wheelin' & Mealin'** - UE4, Online Co-Op Cooking & Driving Game
- Determined and articulated the game direction for a 20+ person team to create a polished UE4 project
  - Presented project progress to outside parties to receive feedback
  - Aided in the design and implementation of gameplay systems

**Gameplay Programmer** May 2019 - June 2020

- Ginkgo** - UE4, East Asian Horror Game with Puzzle Elements
- Collaborated with engineers and designers to implement and improve gameplay features in C++ and Blueprints
  - Iteratively developed central sewing and cutting mechanics using splines and custom actor components

**Programmer & Designer** Spring 2020

- Recorder** - Unity, 3D Puzzle Game Using Tape Recorder
- Designed tutorials and puzzles to teach and develop core mechanics
  - Programmed robust gameplay mechanics to enable varied gameplay

**Programmer & Designer** Spring 2020

- 9 Game Prototypes** - Unity, 9 Weeklong Videogame Prototypes
- Designed and implemented mechanics to explore diverse prompts
  - Efficiently scoped and engineered prototypes to adhere to constraints

## Education

**B.S., Computer Science** with Game Development Emphasis  
University of Southern California May 2021

## Technical Skills

Gameplay Programming  
Animation Programming  
Prototyping  
Gameplay System Design  
Agile Software Development  
Written/Verbal Communication

## Software and Languages

Unreal Engine 4  
Unity  
C++  
C#  
Java  
Perforce  
Git  
Visual Studio  
Maya  
WWise

## Other Interests And Activities

Creative Writing  
3D Printing Club  
Animation Club Vice President  
iD Tech, Game Dev. Instructor (2019)