

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)