

Connor McClelland

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EXPERIENCE

Corrupted Media, Marietta, GA — Junior Gameplay Programmer

January 2020 - PRESENT

Design and implement new gameplay mechanics and interactions for a VR game using C# in Unity. I developed multiple quests in this project that created unique experiences for the player as well as displaying relevant data through UI, SFX, and VFX.

Code Ninjas, Marietta, GA — Assistant Director

August 2021 - PRESENT

Manage the day-to-day tasks of the center, assist students and instructors with curriculum, outbound marketing, ensuring customer satisfaction, and ensure parents understand their child's progress.

Code Ninjas, Marietta, GA — Code Instructor

December 2019 - July 2021

Teach a curriculum including JavaScript, Lua, and C# to students as well as shortened week long special topics including Python, HTML, CSS, and 3D Printing.

EDUCATION

Kennesaw State University, Kennesaw, GA — Bachelor's in Computer Game Design and Development with a Concentration in Computer Science

August 2017 - July 2021

PROJECTS

Projects can be found through the link below

<https://connor-mcclelland.com/portfolio/>

TECHNICAL SKILLS

Languages: C#, C++,
JavaScript, Lua

Gameplay Programming:
Implementation of gameplay systems and logic through custom scripts or integrating other codebases.

AR/VR Experience:
Implementation of Oculus and SteamVR in Unity and developing mechanics for VR movement and interaction.

FUNCTIONAL SKILLS

Familiar with issue tracking softwares Experience using Slack, Jira, and Trello.

Experience with code repositories Familiar with GitLab, GitHub, and Sourcetree.

Working within a team I am confident in working with others and helping my coworkers solve problems.

HOBBIES

Kayaking, Hiking, 3D Printing, Video Games