

CONOR TULLY

GAME DESIGNER

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EDUCATION & EXPERIENCE

GAME DESIGN MAJOR (BS)

CHAMPLAIN COLLEGE

Aug 2015 - May 2019 | Burlington, VT

- 4-year Game Design Program
- Completed several solo and team-based projects
- Significant experience with game production & design process
- Relevant courses: Senior Production Capstone, Game Systems & Experience Design, Level Design I & II

GAME DESIGNER

EA SPORTS

Mar 2022 - Present | Austin, TX

- Content Creation and Ownership for Madden Ultimate Team in **Madden 22, Madden 23 & Madden 24**
- Designed and led full programs from Pre-Production to final for Team Diamonds 2, 2023 NFL Draft and more
- Designed Sets, Challenges, and Missions for programs, including creating objectives and rewards for players

ASSOCIATE TEST ENGINEER

BUNGIE

Jun 2019 - Jan 2022 | Bellevue, WA

- Game Design and Test Owner for Payload Public Event on **Destiny 2: The Witch Queen**
- Test Owner for Retaliation and Ambient Combatants on **Destiny 2: The Witch Queen**
- Test Owner for Patrols on Europa and assisted with VPT test on **Destiny 2: Beyond Light**
- Contract Tester for Destinations and Raids on **Destiny 2: Shadowkeep**

GAME PROJECT HIGHLIGHTS

ARACHNOTRON

Level Designer & Quality Assurance Lead
Nov 2018 - May 2019 | Unity3D

- Third-person Shooter where the player controls a spider like robotic battle vehicle that can crawl on any surface
- Responsible for creating levels, puzzles, and enemy encounters
- In charge of creating and facilitating Quality Assurance Testing three times every week

LIGHT UP THE KNIGHT

Designer & Product Owner
Aug 2019 - Dec 2019 | Unity

- Non-Violent Mobile Puzzle game based around a Fireworks show for the kingdom
- Responsible for creating and balancing levels, creating a refined tutorial, player abilities, and implementing art
- In charge of facilitating Daily Scrum, Taskboards and meeting with stakeholders

RELATED SKILLS & ACHIEVEMENTS

TECHNICAL & SOFT SKILLS

- Unreal Engine 4
- Unity3D
- C#, C++
- Workbench SQL
- Java
- Autodesk Maya (MEL & Python)
- Source SDK & Hammer
- Certified SCRUM Master
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Perforce, SVN, GIT
- Google Forms
- Torchlight II GUTS
- Microsoft Powerpoint
- Microsoft Excel
- Slack, Mattermost, MS Teams, Discord
- TargetProcess, JIRA, Confluence
- College Tour Guide
- Professional Ice Cream Scooper
- Second Degree Black Belt in Taekwondo