

# 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 DESIGN & PRODUCTION INTERN

IRONBELLY STUDIOS

Jan 2018 - May 2018 | Montréal, QC

- Level Design in Unreal Engine 4 for Caliber and Class
- Ran daily smoke tests for Fractured Veil and ZombieRoad
- Communicated with employees all over the world

## 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

### ASSOCIATE TEST ENGINEER

BUNGIE

May 2020 - Jan 2022 | Bellevue, WA

- Contract Tester in Jun 2019 to Aug 2019 for **Destiny 2: Shadowkeep**
- 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**

### RETURNING CAMP INSTRUCTOR

iD TECH CAMPS

May 2015 - Aug 2017 | Richardson, TX

- Taught Unreal Engine 4, Unity, Source SDK, and more
- Moderated a class of 8 students ages 7-17 each 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++
- 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