

CONOR TULLY

SYSTEMS & TECHNICAL 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

LEAD STUDENT AMBASSADOR CHAMPLAIN COLLEGE

Aug 2016 - Present | Burlington, VT

- Give full length tours of Champlain College
- Lead a team of 22 students within Champlain College's Office of Admissions

GAME PROJECTS

"CAPITAL VICE" (WORKING TITLE)

Lead Designer & Product Owner

Aug 2018 - Dec 2018 | Unreal Engine 4

- Networked competitive multiplayer king of the hill game with a role swapping system
- Responsible for balancing abilities and collectibles
- In charge of creating and facilitating Quality Assurance Testing three times every week
- Possible team expansion in Spring of 2019

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 Zombie Road
- Used TargetProcess to create tasks for sprint cycles in an agile game development environment
- Communicated and met with employees all over the world via Discord

RETURNING CAMP INSTRUCTOR iD TECH CAMPS

May 2015 - Aug 2017 | Richardson, TX

- Taught Unreal Engine 4, Unity, Source SDK, C++ and more
- Moderated a class of 8 students ages 7-17 each week
- Created and ran daily events and nighttime activities

PETER WHER'S BUG HUNT

Lead Designer & Product Owner

Mar 2017 - May 2017 | Unity3D

- Arcade Style Racing and Shooting Game that utilizes both a Steering Wheel and a Wii Remote Gun for controls
- Responsible for dividing tasks among 3 designers
- In charge of creating and facilitating Quality Assurance Testing two times every week

RELATED SKILLS & ACHIEVEMENTS

TECHNICAL & SOFT SKILLS

- Unreal Engine 4
- Unity3D
- C# Scripting
- C++
- HTML5
- Java
- Source SDK & Hammer
- Certified SCRUM Master
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Perforce, SVN, GIT
- Google Forms
- Torchlight II GUTS
- Microsoft Word
- Microsoft Powerpoint
- Microsoft Excel
- Slack & Discord
- TargetProcess
- Professional Ice Cream Scooper
- Second Degree Black Belt in Taekwondo