

Connor Peavey

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SKILLS

- **Software Development** – Knowledgeable on C#, Java, Python, JavaScript, C, and C++, as well as Git source control and AWS for web deployment. Also familiar with using networks and databases.
- **Interactive Media Development** – Developed applications with Unity and C# since 2018, having worked on multiple shipped projects. Also familiar with the fundamentals of Unreal Engine and Godot, as well as essential game and interactive media design principals.
- **Effective Leadership** – Experienced with leading development teams of varying sizes. Values organization and clear communication between teammates.
- **Video Production** – Extensive experience with Final Cut Pro and using its tools to edit together high-quality videos and animations. Also familiar with Premiere and CapCut.

EDUCATION

Worcester Polytechnic Institute – Class of 2024

- **GPA:** 3.92
- **Bachelor of Science:** Computer Science
- **Bachelor of Science:** Interactive Media & Game Development Technology

EXPERIENCE

Unity Mobile Developer – *MassDigi* (2023 - Present)

- Currently serving as lead programmer on the mobile game *Aliens Want Our Mascot*, in charge of managing programming tasks among the team and creating frequent builds. Previously worked as a programmer and associate producer on the game *Hellfire Hair*, shown at PAX East 2023.

Game Data Collector – *MassDigi* (2022)

- Collected and analyzed data on various games to assist with machine learning as part of contract work for a popular game engine.

Software Engineer Intern – *Parallux* (2022)

- Worked on *Lux*, a commercial piece of software which allows people to create online spaces to run virtual events. Used Unity to give the software more game-like attributes to make it feel more fun for users to create and hang out in virtual spaces.

Programming Instructor – *iD Tech* (2021)

- Taught programming and game development courses of different levels to elementary through high school students using software including Unity and GitHub. Also worked support and troubleshooting.

Independent Game Developer – (2018 - Present)

- Self-taught Unity developer, having been working on independent games and other applications since 2018, having led development on the award-winning titles *Surface* and *Scoops & Social Ice-olation*.

YouTube Content Creator – (2018 - Present)

- Created a revenue-generating YouTube channel that has amassed over 50,000 subscribers and 25 million total views. Writes and edits videos and shorts using Final Cut Pro and CapCut.

ORGANIZATIONS

- WPI IMGD Department Bachelor of Science Student Representative (2022 - 2024)
- International Game Developers Association WPI Chapter President (2022 - 2023)
 - Previously Secretary (2020 - 2022)
- WPI Japan Association President (2022 - 2023)
 - Previously Vice-President (2021 - 2022)

AWARDS

- Winner of the 2022 MassDigi Game Challenge College / University category and overall finalist
- District Winner of the 2019 United States Congressional App Challenge
- Dean's List Recipient