

Connor Bryant

Fishers, IN

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Portfolio: <http://www.connorjbryant.com/>

Hard working, motivated college student pursuing a degree in Media Arts and Sciences at IUPUI's School of Informatics and Computing. Projects have ranged from web/game design and development to 3D modeling/printing as well as video production and editing. Open to all kinds of opportunities, especially game design/development and 3D artist positions.

COMPUTER SKILLS

- Unreal and Unity Game Engines
- Version control systems (GitHub and Unity Collaborate)
- HTML, CSS, PHP, JavaScript, Java, Python, C/C++/C#/Objective C, Visual Scripting
- 2D Illustration and Animation
- 3D Modeling/Printing (Maya and Z-Brush)
- Website Design/Development
- Developed two games on the Microsoft Store and five on the Google Play Store
- Adobe Creative Cloud (Photoshop, Illustrator, AfterEffects, Premiere, InDesign, XD)
- Microsoft Office (Word, Excel, Access, and PowerPoint)

OTHER SKILLS

- Able to work independently or in a team environment
- Dependable, organized, flexible, and detail oriented
- Excellent verbal, written, and interpersonal skills
- Social media savvy
- Creative, curious, and capable problem solver
- Experience working as part of a remote team

EDUCATION

Anticipated Graduation May 2022

IUPUI School of Informatics and Computing

Pursuing a Bachelor's of Science in Media Arts and Sciences

Specializations: Game Design & Development, 3D Graphics

Course Work

- Virtual World Design and Development
- Motion Graphics
- Advanced Game Design and Development
- Game Design Psychology
- Digital Storytelling
- Information Infrastructure
- Hard Surface 3D Modeling
- 3D Animation
- Organic Modeling and Texturing
- Game Testing and Evaluation
- Augmented Reality Development
- SciFi in Virtual Reality

Interests

- Virtual and Augmented Reality
- Creative Writing
- UI/UX Design
- Gamification in Marketing
- Video Game Modding

WORK EXPERIENCE

Indianapolis Urban League, Indianapolis, IN

Feb 2020 - Current

Web Designer

- Assist the Director of Fund Development & Marketing with re-branding the web site and graphic development for agency media including print brochures, print and digital ads, program and event materials, a brand style guide, and graphics as needed.
- Create and present designs, edit existing channels, and prepare information for presentations.
- Promoted to Web Designer after several semesters functioning as the organization's Web and Social Media Design/Graphic Intern.

MoonRift Entertainment, Remote

May 2021 - September 2021

Freelance Programmer

- Design and develop an auto-scrolling adventure game with teammates using Unity that caters to a casual gamer demographic on the Google Play store. Incorporate original 2D art assets, multiple environments, unique sound effects, and music.
- Provide back end programming; specifically integrating in-app purchases, advertisements, and an online leaderboard. Assist with gameplay programming in multiple levels.
- Create 3D models and animations as alternative art assets.
- Had game featured on GamesKeys.net in the article "[Top Android Games To Tryout in September 2021](#)".

MoonRift Entertainment, Remote
Video Game Development Intern

April 2021 - May 2021

- Collaborated with team members to develop a video game from concept to finished product and showcased weekly progress to the company's review board for evaluation in a competition-based environment.
- Created art assets, wrote code, and discussed story elements to further advance the production of the game.
- Succeeded in winning the internship competition, resulting in an offer to continue to develop the game as a freelance programmer.

IUPUI Student Technology Centers, Indianapolis, IN
Technology Center Consultant

Oct 2019 – Jan 2020

- Provided direct support to customers of campus Student Technology Centers.
- Delivered technical assistance relating to software applications, reported software and hardware issues, resolved printer problems, monitored supplies, and maintained lab environment.