Connor Wolf

Systems Designer

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Game Design
Unity
Adobe Suite

Programming
C#
C++

Production
Jira
Github

Quality Assurance
Testrail

WORK EXPERIENCE

Epic Games | Quality Assurance Tester
Oct '21 - Present
Identified bugs through routine and ad hoc testing
Led teams of testers through testing tracks

Game Developer's Conference| Conference Associate
March '21, '22
Moderated sesions for attendees and speakers
Moderated discussion for roundtables and Q&A sessions

SteamK12 | Instructor
May '21 - Aug '21
Taught Intro to 2D Unity & C# Game Development
Taught Advanced 2D/3D Unity & C# Development

Move38 Inc. | Game Development Intern
June '20 - Sep '20
Designed unique skills and abilities for in-game characters
Implemented skills and abilities using C++

VirtuSense Tech. | Game Development Intern
Oct '18 - Mar '19
Implemented a motion-tracking system using Kinect
Ported existing 3D projects into a VR-efficient ecosystem

PROJECT EXPERIENCE

Fortnite | QA Tester
Tested new and existing features for stability, balancing, and functionality
Drafted and published bug reports relating to in-game issues
Playtested and wrote balance reports and new content

Trinity | Solo Developer
Designed and implemented a turn-based tactics battle system
Developed editor tools for simple character and enemy creation
Developed and refined tools for in-editor localization and dialog

Friendly Fire | Creative Director, Design, Audio
Designed and implemented prototype character movement
Designed and implemented prototype level designs
Designed and implemented adaptive audio system for track layering

EDUCATION

Bradley University
May '21
Bachelor of Science in Game Design/CS
Honors Program - Cum Laude

HONORS

FUSE, 2021
Student Showcase Award for **Trinity**

IndieCade, 2020
Student Showcase Award for **Friendly Fire**

DreamHack, 2018
Student Showcase Award for **Photo Fight**