Connor Reich | Game Designer

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Industry Experience

Nonogram Infinite: Mobile Puzzle Game   **July 2020 - October 2020**

https://play.google.com/store/apps/details?id=com.ConnorReich.NonogramInfinite

Indie Project: Unity
- Designed a game centered on an improvement that could be made in the market.
- Programmed modular scripts, gameplay, user interface, and controls.
- Managed artists, and quality assurance tests.

Ronin: Mobile 3D Fighting Game   **March 2020 - April 2020**

Unreleased

Lead Programmer: Unity
- Created modular tools (e.g. Scriptable Objects) for accepting different types of touch screen inputs and converting those into attacks and movements for the character.

Scripting Instructor: LaSalle College Vancouver   **April 2021 - Present**
- Created assignments and lesson plans for scripting 1
- Lead and assisted students throughout the course in order to best teach the decided materials for their future use

Academic Experience

Eclair: Third Person Tactical Cover Shooter   **June 2018 - Released June 2019**

https://scruflez.itch.io/eclair

Solo Project: Unreal Engine 4
- Designed and created a single player - third person cover shooter to showcase linear campaign level design.
- Consistently iterated on level design, including gray blocking, pacing, flow, enemy placement, pickup placement, cover placement, asset placement, lighting, triggered events, and edge cases, which led to the successful creation of interesting and unique experiences for the players.

Pinball Madness: Top Down Party Game   **April 2018 - Released April 2019**

https://half-a-heart-games.itch.io/pinball-madness

Team Project: Unreal Engine 4
- Created unique levels which accommodated designed play styles and strategies.
- Designed gameplay mechanics and implemented the designs.

Software Experience

Game Engines: Unreal Engine, Unity **Scripting:** Blueprinting, C#, Python, Java Script **Versioning Software:** SourceTree	**Microsoft Office:** Word, Powerpoint, Excel **Other Expertise:** Maya, Photoshop

Education

Game Art and Design Diploma: LaSalle College Vancouver   **June 2017 - June 2019**
- Graduated from an extensive two-year program, primarily focused on game design, level design and scripting.
- Made the Dean's List