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|  | **Ty Conner** |

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| 23116 Chablis Dr, Alvin, TX 77511, +1 832-285-4821  tyconner@hotmail.com  Protected Veteran |

**ONLINE PORTFOLIO**

Check out my online portfolio at: https://tyconner.online/

**PROFESSIONAL SUMMARY**

Diligent Unreal Engine lead developer and project lead with extensive experience in game development and programming. Skilled in designing and programming gameplay systems, mentoring developers, and optimizing software applications. Highly analytical and well-organized with expertise in Blueprint, C++, and Visual Scripting.

**SKILLS**

* Unreal Engine 4/5
* Blueprint
* Rider/IntelliJ IDE
* C++
* Visual Scripting
* PHP
* Git/Perforce/Plastic
* C#
* Visual Studio
* Swift
* ARKit
* VisionOS

**EXPERIENCE**

Project Lead July 2024 - Current

University Of Alabama - Huntsville | Huntsville, AL

* As a lead developer/project lead provides team with:
  + Code reviews and feedback to junior developers.
  + Task delegation and management.
  + Mentorship and guidance on best practices and industry standards.
  + Accurate time estimations of task completion.
  + Packaging, deployment, and shipment of project executable.
  + Management of project source control.
  + Conventions and standards to develop a cohesive environment and quality of work.
  + Documentation of project systems and functionality.
  + Junior programmer education and mentorship.
  + Troubleshooting guidance and expertise.

Lead Unreal Engine Developer April 2021 – Current

University Of Alabama - Huntsville | Huntsville, AL

* Designs, programs, implements, maintains, and troubleshoots:
  + Realistic driving simulation and control.
  + Heads up display information on driving related functions.
  + Entirety of the Vitreous User Interface within Unreal Engine.
  + Vehicle Gunner, Driver, Commander role functionality and input control.
  + Extensive targeting system that gives users immediate situational awareness.
  + Autonomous systems such as AI driving, AI targeting, AI system status feedback.
  + AI actors that provide realistic simulation of a real world environment.
  + Real time display of User Interface and UI/UX to head mounted display.
  + Head Mounted Display functionality within simulation.
  + Hand tracking and gesturing functionality.
  + Function libraries that provide project with extensive library of useful functions.
  + Interfaces between Targets, Characters, Players, Vehicles, and Head Mounted Display.
  + Heads Up Display within Head Mounted Display.
  + Mission Controller for realistic event driven scenarios to test usability of systems.
  + Multimodal interactions and systems such as hand gesture driven feedback in user interface.
  + Simulation driven actors such as projectiles, particle effects, AI crew members, and enemies.
  + 3d in world user interface.
  + Minimap with real time display of Vitreous driven data.
  + 3d Holomap that provides terrain and depth awareness along with situational awareness.
  + Vitreous specific TACK system developed by DCS.
  + All project sounds such as vehicles, weapons, terrain, explosions, and feedback sound effects.
  + 2d asset implementation and management.
  + Technical art material functions and globals such as gunner scope simulation.
  + Mixed reality functionality.
  + Waypoints and in world markers for situational awareness.
  + Mission level design, actor placement, and experiment scenario construction.
  + All gameplay and simulation systems.
  + Character, player controller, game modes and generally all programming functionalities.
  + Research and Experimentation data gathering on all the aforementioned.
* As an individual provides team with:
  + Passion for developing.
  + Extensive experience within role and tasks related to it.
  + Friendly, hardworking, and cohesive team member.
  + Firsthand understanding of why a system like this could save lives.
  + Extensive expert feedback as a Subject Matter Expert on weapons systems and vehicles.
  + firsthand experiences and real-world situations to drive useful UI/UX development.

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| Game Programmer  It Does Interactive | Rosharon, TX | December 2020 - February 2021 |

* Optimized application strategies by analyzing functional requirements and capabilities of complex systems.
* Wrote new code and refactored old code based on specifications from client.
* Helped coordinate smooth implementation and utilization of Kinect SDK to pilot games.
* Developed, tested, and debugged applications.
* Built and coded applications and modules using languages such as C++ and Visual Scripting.

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| Unreal Engine Mentor  Game Dev League Community | February 2016 - Current |

* Mentored and supported developers with technical support on complex issues remotely.
* Provided teaching material and guidance to a community of over 30,000 members.
* Assisted developers with debugging in projects I had not created myself.

**UNREAL ENGINE ACCOMPLISHMENTS**

* Experience working on VR Simulations, XR/AR Visualizations, MOBAs, FPS, Sandbox, RTS, Plugins, Marketplace Products.
* Experience as Lead Developer as well as programmer and UI/UX Engineer.
* Excels in networking and replication for multiplayer compatibility.
* Kinect integration and motion capture experience.
* Fully shipped product displayed in major cellular convention hosting 10,000+ persons.
* Active member of Epic Dev Community with over 100 community posts.
* Extensive Blueprint, C++, Verse knowledge.
* Optimization and troubleshooting expertise.

**MILITARY EXPERIENCE**

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| Aviation Maintenance Technician  U.S. Army | October 2018 – November 2021 |

* Performed over 1500 hours aviation maintenance consisting of daily maintenance to 360-hour inspections.
* 200 flight hours, 3 URGENT MEDEVAC responses.
* 2x Awarded Sikorsky Rescue Medal for performing real world lifesaving missions.

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| Infantryman  U.S. Army | August 2015 - October 2018 |

* Awarded Expert Infantryman Badge.
* Team Leader for small unit of 4 for Direct Attack Platoon.
* Led team through deployments in 3 different countries.
* Vehicle Commander commanding a STRYKER with 50 cal. weapon platform.
* Radio Technical Operator managing and organizing over 36 radios per day in field to serve 300 personnel.
* Cultural Experience working with Armies from around the world.

**MILITARY AWARDS AND ACCOMPLISHMENTS**

* Awarded Expert Infantry Badge.
* Awarded Aviation Badge.
* Awarded Master Drivers Badge (Over 1,000 Operational Driving Hours).
* Subject Matter Expert for Javelin Missile to Stryker Integration at Aberdeen Proving Grounds.
* 200+ flight hours as UH60-L/M Crew Chief in operational environment.
* Twice awarded Sikorsky Rescue Award for real world lifesaving MEDEVAC missions.
* Stryker Vehicle Commander for 2+ years commanding vehicle through countless missions.
* Battalion Javelin Missile Trainer/Instructor.
* Led Small Unit Tactics and CQC team as Team Leader during 2 rotational deployments training NATO forces in Thailand, South Korea, and the Philippines.
* Over 1500 aviation maintenance hours.
* JCR/FBCB2 40 hour certified.
* Built Brigade level operation graphics utilized by over 3,000+ soldiers.

**EDUCATION**

* Nationally Registered EMT
* Firefighter - Texas Commission for Fire Protection
* Critical Incident Stress Management Certified
* Stryker Leaders Course (Joint Base Lewis-McChord)
* Filipino Special Forces Jungle Survival School (Fort Magsaysay, Philippines)
* 1st Group Special Forces Demolitions Course (Joint Base Lewis-McChord)
* Army Combatives Level 1, 2, and Master (Fort Benning, Joint Base Lewis-McChord)
* Master Fitness Trainer (Joint Base Lewis-McChord)
* U.S. Army Aviation Maintenance Course (Fort Eustis)
* Aircrew Dunker School (Camp Humphreys, South Korea)
* Combat Life Savers Course (Joint Base Lewis-McChord)
* Field Sanitation Course (Joint Base Lewis-McChord)
* U.S. Army Infantry School (Fort Benning)
* JCR/FBCB2 Certification Course (Joint Base Lewis-McChord)
* High School Diploma (Ridge Point High School, Missouri City, TX)