



TY CONNER

tyaconner@gmail.com

Protected Veteran
Secret Security Clearance

ONLINE PORTFOLIO

Check out my online portfolio at: <https://tyconner.online/>
<https://www.linkedin.com/in/ty-conner>

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++, C#, Python, and Visual Scripting.

SKILLS

- Leadership
- Godot
- Unreal Engine 4/5
- Blueprint
- Rider/IntelliJ IDE
- C++
- Notion
- Python
- DevOps
- C#
- Debugging
- Visual Studio
- Swift
- Git
- VisionOS
- Project Management
- SCRUM Master
- Atlassian Tools

EXPERIENCE

Project Lead / Lead Swift Developer

July 2024 - Current

University Of Alabama - Huntsville / Team Vitreous Army Research Laboratory | 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.

Firefighter / Chaplain

April 2023 – October 2025

Houston Fire Department | Houston, TX

- Emergency Response
- Interior Structural Firefighting
- Leadership, mentorship, and guidance to members

- CISM provider
- Nationally Registered Emergency Medical Technician

Lead Unreal Engine Developer

April 2021 – Current

University Of Alabama - Huntsville / Team Vitreous Army Research Laboratory | Huntsville, AL

- Designs, programs, implements, maintains, and troubleshoots:
 - Realistic driving simulation and control.
 - 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.
 - 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.
 - 2d asset implementation and management.
 - Technical art material functions and globals such as gunner scope simulation.
 - Mixed reality functionality.
 - 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.

MILITARY EXPERIENCE

Aviation Maintenance Technician

October 2018 – November 2021

U.S. Army

- 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.

Infantryman

August 2015 – October 2018

U.S. Army

- 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 MEDEVAC 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 Task Force 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

- Ongoing B.S. Game Development at Full Sail University
- 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)