

Connor Monahan

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Game Designer

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SCHOOL

ROCHESTER INSTITUTE OF TECHNOLOGY – Class of 2013

B.S. in Game Design and Development—GPA 3.61
Minor in Political Science

SKILLS

GAME DESIGN

Systems Design, Item Generation, Gameplay Design/Analysis, Level Design, Narrative Design and Story Writing, Pitch Writing and Review, Team Leadership, Audio Production and Voice Over, Scrum/Agile Experience

PROFICIENT PROGRAMMING LANGUAGES

C#(XNA), HTML5, CSS3, WebGL, JavaScript, AS3.0/Flash, C++ (OpenGL/GLUT), VBA, Java, SQL

SOFTWARE

Visual Studio, MS Office, Everything Google, MAYA, 3D Studio Max, Adobe (Flash, Photoshop, Premiere), Hammer (Source) and Radiant (Quake) Tools, Audacity, Ableton Live

HARDWARE

Computer hardware maintenance, repair, and upgrades, physical networking, and other hardware troubleshooting

WORK

Game Designer Intern with Microsoft Game Studios

June 2012 – November 2012

EXPERIENCE

Credits – Ryse, XBLA Summer of Arcade 2012 Titles

As a design intern I worked on the Connected Experiences (Xbox Live Arcade) Design team providing feedback, input, and analysis on titles being developed/investigated; contributed to the design of Xbox platform user experiences including the future of Achievements; and built tools, test modules, and games in HTML5/JS. For Crytek's Ryse, I designed a multiplayer/singleplayer itemization of in-game equipment.

Production Intern with Blindlight Media

June 2011 – August 2011

Credits – The Elder Scrolls V: Skyrim, Guild Wars 2, Dungeon Siege III, Fallout New Vegas, Splinter Cell 6, Doom 4, and TBD Ubisoft Montreal Title

Blindlight is the principal provider of contract Voice Over, Casting, Writing, and Motion Capture in the industry. My work involved casting research, assisting and conducting QA on Voice Over sessions, running auditions and assisting on celebrity castings, data entry and organization (Excel/VBA), workflow organization (more Excel), providing a designer's perspective, reviewing writing pitches and generic office tidying.

Computer Technician with PeggNet Computers

June 2005 – September 2010

PeggNet Computers is a small business that handles tech support for homes, small offices, local companies, and schools.

PROJECTS, ACHIEVEMENTS, & ACTIVITIES

- Participant in RIT Game Jam 2010 and Microsoft Imagine Cup 2010 (Game: Clockwork)
- Team Leader and Lead Design for 6 class-based projects both 2D and 3D
- Elected Special Interest House Senator at RIT (2010 – 2011)
- Sustaining Member of Computer Science House at RIT (2009-2012)
- Co-founder and President of RIT Airsoft Club (2011-Present)