

CONNOR SPEARS

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EDUCATION

Masters of Arts in Media and Information
Michigan State University

East Lansing, MI
Expected Apr 2026

Bachelor of Science in Computer Science, Cum Laude
Minor in Simulation, Animation, and Gaming
Eastern Michigan University

Ypsilanti, MI
December 2024

SKILLS

Technical Skills: Unity, Unreal, Custom Tools Programming, Systems Programming, Graphview API, Performance Optimization, Multithreading, Notion, Figma, Atlassian Suite, Git, Rapid Prototyping

Languages: Advanced in C#, Python, Java; Proficient in C++, JavaScript, HTML, CSS, Scala

PROFESSIONAL EXPERIENCE

Quality Assurance/UI/UX Programmer
WolverineSoft Studios

Ann Arbor, MI
Aug 2023 - Present

- Participated on a large team of ~40, used tools such as **Git**, **Jira**, **Confluence**, and **Figma** to create games in Unity
- Created an online strategy game called Tails of War which taught **Photon** and basic networking principles
- Implemented multiple screens as a UI programmer such as the game over screen and a weapon select screen on Corrupt Eldritch Order
- Led an R&D team of three where we developed a prototype for a 2D hex-map city builder, taught **systems programming**, **documentation writing**, and **Rapid Prototyping**
- Continued development of our R&D project serving as **Lead Designer** using tools like **Notion** to write documentation on multiple systems including dialogue, random events, gear, and buildings

Teaching Assistant

Unity I and Unity II in the Simulation, Animation, and Gaming department at EMU

Ypsilanti, MI
Jan 2024 - Dec 2024

- Created assignments and worked with a new professor to lay out a plan for teaching a group of 40 students how to use the Unity game development software
- Helped students and teach many of them programming for the very first time
- Taught students how to use **animators**, **shaders**, and **particle effects** in 3D for Unity II

UNIVERSITY PROJECTS

Unity Node Based Dialogue System

Jan 2025 - Feb 2025

- Developed a dialogue system in Unity with the **GraphView API**, initially from a tutorial but was heavily augmented with features such as sprites, audio, and speaker names
- Used **Scriptable Objects** and the **EditorGUI** to save and display the nodes to the user with a custom inspector
- Designed a basic UI and DialogueManager script for triggering dialogue events for the player to see

Project Ghost

Aug 2024 - Dec 2024

- Led a team of students to create a Google Dino Runner clone using web technologies
- Used **HTML**, **CSS**, **JavaScript** for frontend, **Python** and **SQLite** for backend
- Managed backlog and tasks using personas, **Git** for version control, and **Notion** for documentation
- Worked as a full stack developer to create updating leaderboards, add scores to backend database, and validate input