

Connor Richards

Cirriculum Vitae

Summary

| | |
|---------------------|---|
| Name | Connor Richards |
| Address | 33 Bruton Road, Bryanston, Gauteng, South Africa |
| Field | Gameplay Programmer Environment Artist |
| Email | connor@richcongames.com |
| Cell Phone | +27 84 915 6617 |
| Website / Portfolio | https://www.richcongames.com |

Hello!

My name is Connor Richards.

- I am a programmer and artist working to further develop my abilities through creatively driven and conscientiously guided projects. At present, I am primarily focused on applying for full-time / permanant game and software development and design positions abroad.
- I currently lead development in proprietary software solutions for Cut & Paste Generation and Madhaus. These projects have ranged from search-engine development through intelligent booking solutions, and even into look development and animation in the VR/AR sphere. I personally code and create virtually all elements required in development in this position.
- I primarily code gameplay systems across any engine/framework, preferring C++ and C#, and environment art in advanced HLSL material coding, simulation design and 3D modelling.
- I also run and create for our team oriented startup, 'Solastalgia Studios'. We focus primarily on game development and design, and also deal in project based creatively centered front-end development from mobile to web.
- Currently, external to my primary job at Cut & Paste Generation, I contract game development solutions through RichCon Games so as to further build a more industrially relevant game development portfolio.

You can view and download samples showcasing some of my work from my online portfolio following the Website / Portfolio link in the summary above.

Connor Richards

Cirriculum Vitae

Experience

| | |
|----------|-------------------------|
| Position | Lead Software Developer |
| Company | Cut & Paste Generation |
| Dates | January 2018 to Present |

Overview

I lead development on a range of content driven projects, including audio plugin library and virtual reality developments. My responsibilities include everything from systems architecture and programming, to game design and digital art development.

| | | |
|-----------------|---|---|
| C&PG Website | - | https://www.cutandpaste-generation.com |
| Madhaus Website | - | https://www.madhaus.co.za/ |

| | |
|----------|--|
| Position | Game Designer Programmer 3D Artist |
| Company | RichCon Games |
| Dates | January 2017 to Present |

Overview

I am seeking work abroad in Game Design / Development. I specialize in gameplay and tools programming in C++ and Blueprints in UE4, and in C# in Unity. I have further experience in graphics development and programming, level design, audio composition and development, writing and in project management. I am more than prepared to uproot myself and move to anywhere and everywhere opportunities present themselves, and to invest myself in projects or companies in the long term. I am primarily on the hunt for full-time positions abroad in the game development industry.

Please help me to get a foot into the global game industry, I always rise to the occasion and I honestly believe I would be a major asset to any studio willing to give me a shot both in the short and long term.

Connor Richards

Cirriculum Vitae

Experience

| | |
|----------|-------------------------|
| Position | Founder & Game Director |
| Company | Solastalgia Studios |
| Dates | October 2015 to Present |

Overview

I handle all workflow development and administration. This includes hands on developments in all workflows from AI programming, through 3D art, to concept development, writing, and audio/music. If Solastalgia Studios worked on it, I was involved in every aspect of the process, hands on. I also handle all marketing for the studio and any projects it represents. The studio also handles work on a contracted basis, so individual mobile app based projects are common not only from a background spanning game development needs, but including front end and AI based development for corporate structures and representations too.

| | |
|----------|-------------------------------|
| Position | 3D & Motion Graphics Animator |
| Company | BFX Studios |
| Dates | January 2015 to October 2015 |

Overview

I was a 2D and 3D motion graphics animator for BFX Studios as a part of Blade Post Production, including 3D product renderings, 2D and 3D animation, compositing, rotoscoping, copy writing and software development work (Web and iOS/Xcode oriented), including UI and UX development. My developments were used to run a live television game-show at the time titled 'Power Couple'.

Connor Richards

Cirriculum Vitae

Education

| | |
|-----------------|---|
| Institution | The Open Window Institute for Arts and Digital Sciences |
| Subject / Major | Film and Television Directing and Screenwriting |
| Dates | January 2013 to December 2014 |

Overview

I attended The Open Window for 2 years out of a 3 year Bachelor of Arts Degree course for Film and Television. Over this period I was working within the local South African film and advertising industries, both on set and in audio and visual post production. After a very short internship period at Blade Post Production, I was offered a full-time job as a motion graphics animator beginning January 2015, and subsequently decided to drop out of the course to pursue the opportunity as it presented itself.

| | |
|-----------------|--|
| Institution | Crawford College Sandton |
| Subject / Major | Matriculation Certificate Arts and Culture Focus |
| Dates | January 2010 to December 2012 |

Overview

I completed my secondary schooling career with a focus on subjects related to music and the arts, culture and the social sciences. I achieved colors in music, performed in many soirees and plays and made a point of taking part in as many team and solo based sports as possible in an effort to maintain balance.

Courses

| | |
|-------------|------------------------------------|
| Course | Complete C# Unity Game Development |
| Institution | Udemy |

Description

I developed 7 2D and 3D games in Unity 2017, written in C# and including single and multiplayer. The course included lessons on game development and game design in general.

| | |
|-------------|---------------------------------------|
| Course | Unreal Engine 4 Mastery (Network C++) |
| Institution | Udemy |

Description

I completed a training course covering a range of essentials in C++ programming in UE4. The course focused primarily on implementing gameplay systems including AI, ability and weapon system design & development and more, all in a networked multiplayer focused course structure.

Connor Richards

Cirriculum Vitae

Competencies & Interests

| | |
|------------------------|--|
| Programming Languages | C#, C++, JavaScript, Python, GML, Blueprint Scripting and Objective-C |
| Programming Software | Unreal Engine 4, Unity 2017, Visual Studio (and .NET), Game Maker Studio and Xcode. |
| Design Software | Adobe Illustrator, Photoshop, InDesign, After Effects and Premier Pro. Maya, Blender, Mudbox, Zbrush and 3ds Max. Speedtree ,World Machine Professional, Houdini and the entire Allegorithmic Substance Suite. |
| Audio Software | Pro Tools HD, Cubase Pro, Logic Pro and an expansive range of plugins ranging from virtual instruments to mastering suites. |
| Miscellaneous Software | Toon Boom and Dragonframe. |
| Personal Interests | Video games, music composition and performance, surfing, reading (both fiction and non-fiction), longboarding, kayaking and rowing, tabletop gaming, film, animation, business development and fitness. |