

Connor Holden Evans

Technical Game Designer

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GAME DESIGN EXPERIENCE

Ashes to Ashes - Team Beans - Burlington, VT

August 2022 - August 2023

Lead Designer, Product Owner (Team Size 13)

3rd Person Shooter set in a fictional west allowing the player to rise from the dead and harness supernatural powers to take revenge.

Published to Steam in 2023

- Learned and taught team to use Unreal Engine 5
- Worked closely with narrative designers, artists, and programmers
- Designed and documented core systems
- Found and implemented solutions to technical problems & bugs

Crustacean Nations - Team Beans - Burlington, VT

January 2022 - May 2022

Technical Designer, Level Designer (Team Size 9)

Control crab armies to take over the beach in an RTS with unique units, sacrifices, and titan crabs!

Published to Steam in 2022

- Designed, documented, and implemented systems using C#
- Created and implemented clean level design pipeline
- Created trailer for store page

Cosmic Taxi - Crab Gang - Virtual

January 2021 - May 2021

Technical Designer (Team Size 6)

Traverse the cosmos, deliver passengers to their destinations and learn their stories.

- Created documents to be used by all members of the team
 - Designed and implemented systems and levels using C#
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EDUCATION

Champlain College Burlington, VT 2019 - 2023

Bachelor of Science in Game Design

Minor in Interactive Narrative

- Designed prototypes, games, and documentation for varieties of projects
- Worked in large and small team environments
- Critiqued peer's work, and shared ideas on how to make improvements
- Iterated designs based off peer review

Relevant Courses

- Senior Production Capstone
 - Game Systems & Experience Design
 - Level Design I
 - Interactive Narrative I&II
 - Game Studio I,II&III
 - Principles of Game Design
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SKILLS

Technical

Unity (2D & 3D)

C#

Unreal Engine (4 & 5)

Version Control (SVN, GIT)

Adobe Suite

Microsoft Visual Studio 2022

Soft Skills

Communication

Leadership

Critique

Time Management

Scrum Workflow

