

Nick O'Connell

Gameplay Designer

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Game Development Experience

Solo Developer - *FPS Gameplay Sample*, 2024

- Designed and implemented character and camera controls, gunplay, abilities, and AI in Unreal Engine 5 using Blueprints, state machines, and behavior trees
- Polished gameplay to add visual clarity and enhance immersion via custom animations and UI using Sequencer and Widget Blueprints

Game Designer - *The Cure: Peculiar Pestilence*, 2022

- Designed mechanics and systems for winning entry in *Week Sauce Game Jam*
- Documented, organized, and presented design team's ideas to communicate with various disciplines across team of roughly two dozen members
- Ran playtests and iterated on feedback to identify bugs and polish gameplay for clarity and engagement

Game Designer - *Airtime*, 2022

- Designed mechanics and systems, focusing on theme and humor, for *Ludum Dare 50*, placing 36th in Theme and 53rd in Humor out of ~2000 entries
- Scripted character controls in Unity using C# and iterated through playtesting to polish gameplay for agency, providing a more engaging player experience

Software Engineer Intern - Google, Summer 2016

- Programmed core game logic for platformer in C++ using Vulkan Graphics API
- Tested experimental Google Stadia SDK and documented bugs for team

Other Professional Experience

Software Engineer - Oracle NetSuite, 2018 - 2022

- Developed customer-facing features in Java, Typescript, and PL/SQL for live service while regularly submitting bug fixes and optimizing legacy code

Software Engineer Intern - Google, Summer 2015

- Developed diagnostics web app in Python using Google AppEngine and Cloud Endpoints for monitoring metrics of Chromium's infrastructural systems
- Managed version control for project with Git while working in a Linux environment

Education

Massachusetts Institute of Technology, 2014 - 2018

B.S. in Electrical Engineering and Computer Science

Additional Skills

Text-Based and Visual Scripting, Godot, Perforce, JIRA, Confluence