

# Connor Reed

*Game Developer | Unreal Engine & C++ Specialist*

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## Professional Summary

Highly motivated Game Developer and Systems Programmer with a foundation in full-stack development and complex logic integration. Proficient in Unreal Engine, C++, and Blueprints, with a track record of conceptualizing and executing interactive systems. Demonstrated success in building responsive applications, optimizing backend workflows, and leveraging AI tools for narrative generation. Eager to bring strong technical problem-solving skills and a passion for deep, systemic gameplay to a collaborative development team.

## Game Development Projects

### Project Nebula – Unreal Engine 5, C++, Blueprints

- Architected a complex Action-RPG featuring a robust C++ backend and modular blueprint systems.
- Designed and implemented a scalable 3-star tier system alongside a dynamic, skill-based evolution model to streamline class development and balancing.
- Engineered core gameplay loops, integrating combat mechanics and optimized state management.

### Project Nightmare – Unreal Engine 5, C++, Blueprints

- Programmed a core survival game building system allowing players to dynamically craft and place walls, floors, and ceilings within the environment.
- Developed interactive world actors to facilitate resource gathering and inventory management mechanics.

### Project Portal – Unreal Engine 5, C++, Blueprints

- Developed functional, seamless portal mechanics utilizing Render Targets to display remote environments dynamically.
- Implemented procedural terrain generation using Perlin noise algorithms, featuring real-time mesh deformation via projectile collision.

### Team Sprint Project – Unreal Engine 5, Blueprints

- Led a 5-person agile development team to deliver a feature-rich stealth/heist game within a strict academic sprint.
- Successfully navigated unexpected team resource constraints and schedule disruptions to ensure all core mechanics (AI line-of-sight, spellcasting, win-state triggers) were delivered on time.
- Managed source control and task delegation, securing an 'A' grade for a complete, playable build.

### **Platformer Project – Unreal Engine 5, Blueprints**

- Engineered a 2.5D side-scrolling platformer featuring responsive character controllers and enemy obstacle avoidance.
- Implemented spline-based movement timelines to create a smooth, physics-defying wall-run mechanic without animations.
- Built modular pickup actors that unlocked more inputs and a win/lose state.

### **Arena Shooter Project – Unreal Engine 5, Blueprints**

- Developed a responsive HUD and integrated dynamic scoring mechanics to track player performance.
- Designed and optimized behavioral AI logic for enemy combatants in a real-time arena environment.

### **AI-Powered Lore Forge – Next.js, ChatGPT API, Vercel**

- Architected a specialized chatbot application designed to assist narrative designers and game developers in rapid lore generation.

## **Technical Skills**

- **Engines & Game Tools:** Unreal Engine 5, 3DS Max, Figma, Adobe Photoshop & Illustrator
- **Languages:** C++, C#, Python, JavaScript (ES6+), TypeScript, Liquid, C, Java
- **Web & Backend:** React, Next.js, Node.js, Express.js, Angular, Vue, Redux
- **Databases:** MySQL, Supabase, Firebase, MongoDB
- **Tools & Version Control:** Git, GitHub, Vercel, Docker, Chrome DevTools

## **Work Experience**

### **Theme Support Specialist (Shopify Developer, Front-End Web Developer)**

We Are Underground – Remote | July 2022 – March 2025

- Debugged complex logic conflicts across diverse codebases.
- Addressed app conflicts and conducted storefront recovery efforts.
- Diagnosed and resolved front-end performance issues using HTML, CSS, JavaScript, and Liquid.
- Delivered personalized Shopify theme support and customization based on client branding goals.
- Guided merchants on Shopify theme features, performance optimization, and UX improvements.
- Collaborated to streamline internal support workflows, improving resolution time.

### **Freelance Shopify Developer**

Private Client | 2022

- Redesigned Shopify storefront with improved UX and responsive layout.
- Built custom Liquid sections and JavaScript enhancements.
- Streamlined navigation and optimized product pages for conversions.
- Integrated brand storytelling sections to enhance credibility.

### **Capstone Project Team Lead**

Northeast State Community College | 2021

- Led team using MVC architecture in Python to build application for Kintronic Labs.
- Learned MVC independently and integrated real-world mathematical logic into application.
- Presented project to client with successful technical demo.

### **Operational Tech Professional**

McDonald's, Kingsport TN | 2019 – 2021

- Troubleshooting network issues related to hardware and POS systems.
- Supported POS systems and restaurant hardware, reducing external IT costs.
- Trained staff in troubleshooting, decreasing helpdesk tickets.

### **Department Manager**

McDonald's, Kingsport TN | 2015 – 2019

## **Education**

### **Bachelor of Science in Game Programming & Development (In Progress)**

Southern New Hampshire University | Expected August 2026 | GPA: 3.617

Relevant Coursework: AI, 3D Modeling, Software Development, Game Design

### **Associate of Applied Science in Computer Information Technology**

Northeast State Community College | Graduated May 2022 | GPA: 3.824

Phi Theta Kappa Honor Society

## **Certifications**

Freemote Shopify Development Camp – Shopify Liquid Training | 2022