

# Conner Arrington

arrington.conner@gmail.com

832-686-0616

## OBJECTIVE

I am looking to combine my production experience with my game development experience to support all aspects of development and enable teams to do their best work.

## WORK EXPERIENCE

### Conference Associate | GDC | March 2024

- Accommodated external shareholders' questions and requests, resulting in increased shareholder satisfaction
- Supported speakers by clearly communicating expectations, answering questions, and accommodating requests
- Allocated meeting spaces and rehearsal rooms, ensuring attendees had access to amenities without time conflicts
- Quickly reported technical issues and adjusted strategies to continue duties

### Operations Manager | My Coding Place | July 2023 – January 2024

- Handled the hiring, training, and scheduling of class instructors
- Maintained communication with parents, schools, and other third parties
- Met with instructors to discern areas of struggle and offer workable solutions, resulting in increased team morale
- Tracked classroom equipment and ensured there were adequate quantities for growing class enrollments

### Production Intern | University of South Carolina | January 2022 – June 2022

- Communicated details between multiple international media projects, ensuring everyone was on the same page
- Implemented Todoist after identifying a need for coordinated task management and file sharing
- Wrote step-by-step training documentation which reduced confusion and increased team productivity

## SKILLS

**Technical Proficiencies:** Jira, Microsoft Office Suite, Excel, Google Suite, Notion, Miro

**Core Competencies:** Agile, Scheduling, Documentation, Research, Problem Solving, Troubleshooting, Attention to Detail, Crisis Management, Damage Control

## PROJECTS

### Unity Programmer, Producer | PC | Global Game Jam 2023 | February 2023

- Handled outreach and recruitment, finding people who would be a good fit for our team
- Communicated regularly with a cross-functional team, keeping everyone on task and on schedule
- Developed an animation system following MVC design patterns, enabling expressive game animations

### Unity Programmer, Producer | Web | GMTK Game Jam | June 2021

- Set up documentation and file management systems, allowing for cleaner and faster development
- Led retrospective and exchanged constructive feedback
- Implemented player grid movement and player animations

## EDUCATION

### Bachelor of Arts in Media Arts | University of South Carolina | May 2022

- Art Studio Minor
- Graduated Summa Cum Laude (4.0 GPA)

## VOLUNTEER, LEADERSHIP, AND OTHER EXPERIENCE

- Whole Foods | Grocery Stocker (October 2022 – Present)

LinkedIn - <https://www.linkedin.com/in/connerarrington/>

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- GDC Squared | Volunteer (Spring 2023)
- 1080c Film Club | Animation Section Leader (Spring 2022)