

Hamilton Connor

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Most Recent Work

GAME BALANCE SPECIALIST (DESIGN/QA) | REDWOOD STUDIOS, ELECTRONIC ARTS | JUNE 2018 – MAY 2019

- Working on game balance, feature design, and map design on a published AAA competitive mobile game
- Communicating with the community to decide the best course of action for balance patches
- Designing and creating in game content utilizing an in-house engine and tools
- Analyzing data to make informed balance and design decisions
- Working alongside Art, Management, QA, and Design teams in order to plan for new content
- Assisting the organization of tournament events

Education

BACHELORS OF ARTS | FALL 2014 - SPRING 2018 | UNIVERSITY OF CALIFORNIA: SANTA CRUZ

- Major: Art and Design: Games and Playable Media

Related Courses

- Computational Media 120: Game Development Experience
- Computational Media 131: User Experience
- Computational Media 177: Creative Strategies in Games
- Computer Science 121: Mobile Applications
- Computer Science 12B: Data Structures

Projects

PROGRAMMER | TOUCH INVENTORY

- UI project built in JavaScript and HTML5
- A new inventory system where the user would make swipe gestures on the screen correlating to certain items
- Programmed all logic to interpret complex gestures

PROGRAMMER AND DESIGNER | SOLUS

- Puzzle exploration game made with the Unreal engine 4 and prototyped in the Unity Engine.
- A game involving a lost astronaut searching for home, featuring 3d environment puzzles and small planets the players could orbit and interact with
- Programmed the gravity and movement of the player and designed the narrative and puzzles

Skills

- Game Balance
- Competitive event organization
- Jira
- Creative Design
- MDA game design theory
- Javascript
- Java
- Unity
- Unreal
- Blender
- Photoshop

Extra-Curricular

- Vice-President of high school chemistry club
- 1st chair Cello, school orchestra
- 2nd chair Cello, Sacramento Youth Symphony