Connor Brennan, PhD

Game Engineer / Designer

CONTACT

- (215) 430-3240
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- Redwood City, California

EDUCATION

Doctor of Philosophy-Neuroscience
University of Pennsylvania
Philadelphia, Sept 2022

Bachelor of Science-Physics
University of Washington
Seattle, Aug 2016

AWARDS

Google PhD Fellow
2020 - 2022

PROJECTS

SideQuest: Reanimated (on Steam)
Fallen Gods (on Steam)

SKILLS

- C# / C++
- Unity 3D / Unreal Engine
- Game Design / Programming
- Servers and Networking
- Python / PHP / HTML / MySQL
- Team Leadership
- Critical Thinking/Problem Solving

INTERESTS

Game Mechanics, World
Generation, Online Coop, Game
Engine Design, Asset Efficiency

PROFILE

With 3 years of full-time game development experience and over 5 years of part-time involvement, I contributed significantly to a game generating over $8 million monthly. With my Ph.D. in Neuroscience and expertise in Machine Learning, I am uniquely positioned to offer a novel approach to game engineering and design.

EXPERIENCE

Postdoctoral Researcher in Artificial Intelligence

Mila | Quebec | 2022-PRESENT

- Managed teams in training advanced language and vision models with billions of parameters.
- Spearheaded the deployment of large-scale reinforcement learning architectures, enabling agents to adapt to new environments using memory-based techniques.
- Collaborated on multi-million dollar grant projects, overseeing the allocation of millions of compute hours to achieve research objectives.

CEO / Team Leader / Programmer / Designer

Fractal Entertainment | Seattle | 2012-2014

- Successfully launched an online browser-based MMORPG, SideQuest, attracting a substantial player base of over 10,000 users within the initial 3 months.
- Proficiently oversaw the end-to-end process of recruitment, leadership, and coordination for both full-time employees and contractors, ensuring smooth project operations.
- Spearheaded the development of the game's core engine, scripting system, UI framework, art development tools, and networking solution. The final project size being over 100,000 lines of code.
- Secured significant funding amounting to $100,000 for the production of the game, demonstrating strong project management and funding acquisition skills.
- Contracted to build the Fallen Gods game engine.

Game Engineer

Polygon Magic | Tokyo | 2011-2012

- Played a pivotal role in the development and continuous maintenance of the multi-million dollar game "Sengoku Kingdom", published by Gree.
- Demonstrated expertise by independently handling critical game systems, ensuring their successful implementation and ongoing maintenance.
- Made significant contributions to the optimization of network traffic, enhancing the overall gameplay experience by ensuring smooth and efficient network operations.