CONNOR BOSCHERINI

PROFESSIONAL SKILLS

- ➤ Communication
- ➤ Teamwork
- ➤ Problem Solving
- ➤ Attention to Detail
- ➤ Creativity

CONTACT

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PERSONAL SUMMARY

Determined Game Developer graduate, with a keen focus for efficiency and quality. Using my background in Science, I look to incorporate my knowledge and problem-solving skills to create innovative solutions, for new and unique game systems.

With over 8 years' experience working as part of a team in the customer service industry, I understand the importance of strong communication to work together.

RELEVANT WORK EXPERIENCE

Waiter/Bartender

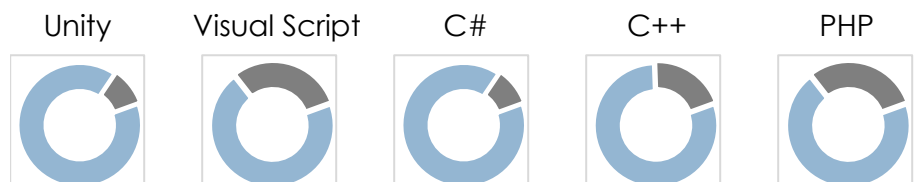The Victoria Hotel **|** February 2019 – Current

- ➤ Coordinating with co-workers to ensure consistent teamwork towards common objectives
- ➤ Resolving customer queries when arising and knowing when assistance is necessary

EDUCATION

University of Nottingham   2017 – 2018
1st Year of bachelor's degree in Biotechnology
First Year Grade: 1st

University of Plymouth   2019 – Current
Bachelor's degree in Computing & Game Development
Average Grade: 1st

TECHNICAL SKILLS

Unity	Visual Script	C#	C++	PHP

INTERESTS

➢ Table-Top RPG's
➢ Digital Art
➢ Tower Defence & Roguelikes

NOTABLE PROJECTS

Smart-Heart – Unity environment design to create dynamic simulations without requiring any programming knowledge.
Link: https://connorbos.wixsite.com/cb-dev-showcase/smart-heart

Rogue Poker – Short form Rogue-Like with cherry picked mechanics from Poker. Emphasizing player bluffs to outplay opponents.
Link: https://connorbos.wixsite.com/cb-dev-showcase/rogue-poker

DM's Guild Content – Created content for D&D 5e that's uploaded monthly. Adding new mechanics and revising old ones to enhance the player's experience.
Link: https://connorbos.wixsite.com/cb-dev-showcase/rpg-content