

Connie Hilarides

Software and Game Developer

Contact

4602 170th PL NE
Redmond, WA 98052

360.305.8609
connie@connieh.com

Education

BS in Computer Science in
Real-Time Interactive Simulation
Graduated 2019

DigiPen Institute of Technology
Redmond, WA

Key Skills

C++
HLSL
Rust
Direct3D 12
Vulkan
Custom Engines
Godot
Unreal Engine 5

Experience

July 2021 – April 2024

Game Developer • Olde Sküül Entertainment

Projects

Unannounced Unreal Project, March 2024 – April 2024

- Explored core Unreal Engine 5 features and learned to write gameplay code in Blueprint.

Unannounced Godot Project, March 2023 – February 2024

- Worked with the lead designer to implement core gameplay features.
- Spent some time learning the native module system for high performance code and built a serialization extension in Rust.
- Integrated FMOD Studio into the project.

Luxor Evolved Console Ports, July 2021 – March 2023

- Updated old C++ code to compile under modern SDKs.
- Implemented a Direct3D12 rendering engine to translate the game's old interfaces to modern APIs.
- Implemented most of a Vulkan engine for a Stadia port.
- Built the framework for the PlayStation graphics port.

March 2020 – April 2021

Software Developer (part-time) • Fundament Software

Projects

InNative

- Compiler for WASM files written in C++, a component in MS Flight Sim 2020.
- Implemented compiler features, such as new WASM instructions.
- Fixed many issues in the JIT-compiler, involving deep debugging inside LLVM.

References

Rebecca Heineman – CEO of Olde Sküül

becky@oldeskuul.com | (562) 201-3450