

# Connie Hilarides

## Software and Game Developer

### Education

DigiPen Institute of Technology  
Redmond, WA  
BS in Computer Science in  
Real-Time Interactive Simulation

### Key Skills

C/C++  
C#  
Rust  
Lua  
GDScript  
Blueprint  
Godot  
Unreal

### 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](mailto:becky@oldeskuul.com) | (562) 201-3450