

Connie Tatum Hilarides

Game Developer and Software Engineer

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Skills

Languages

- C/C++
- Rust
- C#
- XAML
- HLSL
- Lua
- Ruby
- Haskell
- Python

Libraries

- DirectX 11
- Win32
- FMOD
- PhysX
- UWP/WPF
- Luabind
- Tokio (Rust)

Tools

- Visual Studio (2012-2017)
- Unity
- Doxygen
- VS Profiling Tools
- GCC and Clang
- Valgrind
- Cargo/rustc
- Git

Academic Projects

Programmer (3-person team) Sep 2016—Apr 2017

HoloTowers, Tower Defense game in Unity, built for the Microsoft HoloLens

- Learned to create games in Unity, and for the HoloLens
- Navigated the details of deploying a Unity project as a UWP
- Created pathfinding for dynamically scanned terrain, and learned the difficulties of programming for Augmented Reality hardware

Programmer (4-person team) Sep 2015—Apr 2016

Bad Day to be a Pirate, First-Person Action game, custom C++ engine

- Architected the Component-based game engine with Lua scripting
- Created a behavior tree AI system using Lua coroutines
- Built the Direct3D 11 renderer, with Direct2D-based UI
- Integrated Lua into the engine with Luabind and LuaJIT
- Created the level and game object property editor

Programmer (5-person team) Sep 2014—Apr 2015

Roguebot, 2D Rogue-like dungeon crawler, custom C++ engine

- Built a Component-based game engine with Ruby scripting
- Created a Direct3D 11 Sprite renderer with Direct2D text rendering
- Integrated MRuby into the engine, creating bindings for our C++ classes
- Designed the random level generator

Other Projects

Programmer (5-person team) Jun 2012—Present

Cloudsdale.org, Themed text chat community

- Built the Windows Phone app, implementing the Bayeux protocol over Web-Socket to communicate with the existing server backend
- Rebuilt the push notification server in the Rust programming language using the Tokio async I/O framework, bringing the memory requirements of the server down by multiple orders of magnitude

Education

BS in Computer Science in Real Time Interactive Simulation

DigiPen Institute of Technology, Expected 2018