

Connor Creighton

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WORK EXPERIENCE

Walt Disney World

Aug. 2024 – Present

DCP Attractions Intern

Orlando, FL

- Worked as a Main Street Operations Cast Members responsible for parades, fireworks, the main street vehicles, the Walt Disney World Railroad, cavalcades, and town square theater.
- Delivered exceptional customer service, guest safety, and efficient operations for an average of 35,000 park guests daily.
- Collaborated with a diverse team to maintain smooth operations, assist with emergency procedures, and uphold Disney's high standards of hospitality, cleanliness, and immersive storytelling.

Scrap Metal Studios

Feb. 2024 – Present

Game Design Integrator

Remote

- Designed and implemented engaging and immersive game levels and gameplay mechanics for the Discharged video game.
- Utilized level design principles and tools (Unreal Engine) to create appealing environments with balanced gameplay.
- Collaborated closely with game designers, artists, and programmers to integrate level design elements.
- Conducted playtesting and iteration to refine level layouts, pacing, and difficulty curves based on player feedback.
- Contributed to level design documentation, including sketches, diagrams, and design documents, to communicate level layouts and gameplay mechanics effectively to the development team.

Arkadium

Feb. 2024 – April 2024

Level Designer

Remote

- Successfully created game mechanics and delivered 20 game levels each for the Bubble Arcade and Paint Shop mobile games.
- Collaborated closely with clients to understand their vision and deliver high-quality game experiences within project timelines.

Purdue University

Feb. 2023 – May 2024

Resident Education Assistant

West Lafayette, IN

- Supervised a diverse staff of 16 resident assistants to ensure they were meeting the requirements of their position.
- Managed logistics, a \$20,000 budget, and timelines for the implementation of residential programs and academic initiatives.
- Responsible for over 2,600 students while on-call for crisis response over three residence halls.

Resident Assistant

Aug. 2021 - Feb. 2023

- Monitored the mental health and well-being of a community of 50 residents.
- Developed an inclusive community through weekly events and passive programming.

EDUCATION

Purdue University

May, 2024

BS Game Development and Design, BS Animation

West Lafayette, IN

- 3.74 GPA, Dean's list and Semester Honors
- Minors: Organizational Leadership, Creative Writing, Certificate: Entrepreneurship and Innovation

SKILLS

Game Engines: Unreal Engine, Unity, Godot

Programming Languages: C++, C#, Godotscript, JavaScript, HTML5/CSS3

Game Design: Level Design, Level Blockouts, Whitebox, Greybox, Game Mechanics Design, Narrative Design, World Building, Player Experience Design, Balancing and Tuning, Game Design Documentation, Mobile Game Design, Multiplayer Game Design, VR and AR Development

Scripting and Automation: AI Scripting, Gameplay Scripting, Event Systems, Shaders, Blueprint (Unreal Engine)

Graphics & Animation: 3D Modeling (Maya), 2D Art (Photoshop, Illustrator), Rigging & Skinning, Animation (Maya)

Version Control & Collaboration: Git/GitHub/GitLab, JIRA, Confluence

Testing: Quality Assurance (QA), Bug Tracking (JIRA, Bugzilla), Playtesting

Project Management: Agile Methodology, Scrum, Waterfall Methodology, Time Management, Resource Management

Collaboration & Communication: Teamwork, Cross-functional Team Collaboration, Client Communication, Feedback Integration, Documentation & Reporting

Creativity & Innovation: Concept Development, Creative Direction, Storytelling & Narrative Development, Game Concept Pitching

Adaptability: Learning New Technologies, Adapting to Changing Requirements, Rapid Prototyping