

Michael Connelly | Technical Game Designer

North Carolina, USA | 678-938-2486 | connellyxmichael@gmail.com |

PORTFOLIO: www.michaelrconnelly.com

Objective: Design and build unique gameplay systems that create memorable, replayable experiences and lasting nostalgia while contributing to a high-performing team.

Skills: UE Blueprint, Replication, C++, Gameplay, Prototyping, AI Behavior, UGC, Verse, C#, UI

Software: Unreal Engine, UEFN, Visual Studio, Perforce, GitHub, Jira, Confluence, Slack

AI Tools: Claude Code, Codex, Agentic Workflows, Copilot, Prompting, Cursor, LLM's

EXPERIENCE / GAME DESIGN & DEVELOPMENT PROJECTS

Funcom — Technical Design Intern | **Conan Exiles** | Jun 2024 - Aug 2024 | UE4 |

- Designed and implemented replicated player and AI-driven bar fight systems / mini-games
- Pitched, prototyped, and balanced new combat features
- Implemented Smart Object systems and debugged ambient AI behavior and interactions

Advanced FPS Template — Released on Fab | **Asset Pack** | Jun 2025 - Aug 2025 | UE5 |

- Designed modular omnidirectional movement with sprinting, sliding, jetpack, and wall-running
- Built gameplay systems including recoil, attachments, throwables, real-time player UI, weapon classes, and an integrated tutorial system
- Designed optimized, extensible systems with clean architecture and thorough documentation

Overtime — Steam Release | **Multi-Mode Multiplayer FPS** | Aug 2025 - Mar 2026 | UE5 |

- Created replicated battle royale systems: loot, battle bus, parachuting, and dynamic zone control
- Engineered a round-based co-op alien survival mode with dynamic wave and player count scaling, in-game economy, and advanced AI progression systems
- Designed an infinite parkour mode built on my custom Advanced FPS Template above

Warfront — Steam Release | **Multiplayer Round Based FPS** | Dec 2024 - Apr 2025 | UE5

- Built advanced ranged & melee combat, round-based zombie AI gameplay, Fortnite-style lobby system, & fully replicated all FPS mechanics
- Developed systems inspired by COD Zombies *Pack-A-Punch*, *Doors*, *Wall Buys*, & *Power*

EDUCATION & AWARDS

Double B.A. in Game Design & Computer Science August 2022- May 2026 | High Point University, NC

Game Dev Club President 2024 – 2025, 2024 HPU Wilfred Tremblay Leadership Award

Creator of the *Student Game Development Conference @ HPU* with over 100+ annual attendees

2024-2026 Chair of travel for *HPU Com Fellows*, planned annual GDC and Pax East trips