Connor Steele
Software Engineer

Contact
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Walnut Creek, CA
LinkedIn

Education
B.S. Computer Science
California Polytechnic
State University
San Luis Obispo, CA
2015 – 2019

Skills
Programming
C++, Python, C, OpenGL,
Unreal Engine, Git, CMake,
GoogleTest, Render Doc,
Unity, LaTeX

Project Management
Agile Development,
Atlassian Product Suite,
Notion

Misc.
DaVinci Resolve,
Photoshop, After Effects,
Premiere

Work Experience
Tech Soft 3D (June 2018 – September 2023)

Software Engineer II (October 2022 – September 2023)
- Implemented and maintained two graphics APIs: HOOPS Visualize 3DF and HOOPS Visualize HPS.
- Collaborated with support team to triage incoming customer reported bugs and automate their reproduction for testing.
- Led as Scrum Master guiding Scrum ceremonies and fostering agile principles and practices within the team.
- Organized team facing meetings with the intent of improving internal code and engineering practices.

Software Engineer (March 2020 – October 2022)
- Worked on HOOPS Visualize a 3D visualization SDK used to create interactive engineering applications.
- Navigated complex C++, OpenGL and DirectX 11 codebase while collaborating with senior engineers.
- Refactored build scripts with DevOps for HOOPS Visualize to avoid dependency deprecation.

Developer Learning Intern (June 2018 – December 2019)
- Documented a guide for onboarding new users to HOOPS Communicator a 3D Web Graphics library.
- Edited, wrote, and maintained user-facing documentation for three 3D graphics APIs.

Projects
Robo Revolution – Video Game (C++ and OpenGL)
Project Lead and Developer
- Conceptualized a competitive turn-based game.
- Designed and implemented code allowing a camera to seamlessly animate from an overhead perspective to first person view.
- Engineered a system to generate a 3D map from a 2D image input using matrix math operations.
- Assisted other team members with C++ and OpenGL.

University Senior Project – Video Game (Unreal Engine 4)
Project Lead, Developer and Artist
- Used Unreal C++ and Blueprints to build a 3D game with a small team that allowed users to finely tune multiple difficulty settings.
- Ran play-testing sessions to gather feedback on how difficulty in video games make them rewarding to play.
- Authored a paper covering our findings, research, and the games development in LaTeX.