

# Eric McConnell

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## Featured Skills

<b>Languages</b>	C/C++, Javascript, PHP, C#, Java, Ruby, MIPS, BASH script
<b>Data</b>	MySQL, JSON, XML, SQLite3
<b>Tools</b>	Excel, Kali Linux, Unity3d, Git, Perforce, SVN

## Industry Experience

ZYNGA – Carlsbad, CA

- **Product Manager** (August 2017 - Present)  
Product Manager of events and features for Zynga match-3 games. Work includes system design, analysis, performance optimization, live operations and writing metric reports.

ZYNGA – Carlsbad, CA

- **Senior Software Engineer** (March 2017 - July 2017)  
Gameplay programmer for Wizard of Oz Magic Match. Work includes Unity programming, architecting large features, working with other departments to plan and execute featuring opportunities.

ZYNGA – Carlsbad, CA

- **Software Engineer** (May 2016 - March 2017)  
Server side engineer for Hit it Rich, Spin it Rich and True Vegas. Work includes server authoritative game features, slots machine math and simulation, databases, liveops and server side tools.

ROCKSTAR GAMES – Carlsbad, CA

- **Technical Designer** (May 2014 - May 2016)  
Programmer/Designer dual role on the multiplayer team. Technologies used are proprietary to Rockstar. Design role includes content and systems. Programming responsibilities include services, tools and bridges to backend systems.

WEST HEALTH – La Jolla, CA

- **Software Developer R&D** (March 2014 - May 2014)  
Programmed games for autism research using Unity3d and the Microsoft Kinect. Wrote connecting software to use Android phone as remote for Xbox360/Win32 software.

CUBIFY/3D SYSTEMS – San Francisco, CA

- **Application Developer** (November 2013 - March 2014)  
Programmed web based applications for 3d printers using Javascript, PHP and WebGL. Applications include 3d modeling, 3d model conversions, 2d extrusion, 3d painting and web services. Applications ran on HTML5 using tablets, PCs and demo stands. Data storage used was MySQL.

CROWDSTAR – Burlingame, CA

- **Software Developer** (April 2013 - October 2013)  
Programming games for iOS using Cocos2dx (C++). Programming highlights include gameplay, memory management, UI and metrics analytics.

ANDOVER GAMES LLC – San Francisco, CA

- **Game Programmer** (October 2012 - April 2013)  
Programmed games for iOS using Cocos2dx (C++). Programming highlights include AI for both swarm units, A\* pathfinding with unit spacing and anti-cheating security.

INSTITUTE FOR CREATIVE TECHNOLOGY (University of Southern California) – Playa Vista, CA

- **Game Programmer** (July 2011 - September 2012)  
Programmed games for physical rehabilitation using the Microsoft Kinect and Unity 3D. Programming highlights include real time skeletal mapping, customized exercise plans from statistical tracking, and remote replay functionality for clinicians using cloud databases.

## Education

**Clemson University – Clemson, SC**

M.S. in Computer Science

**Western Carolina University – Cullowhee, NC**

B.S. in Computer Science

## Certifications

EC COUNCIL (<https://www.eccouncil.org/>)

- **Certified Ethical Hacker (CEH)**  
July 2016 - July 2019  
ECC22504520697

CompTIA (<https://certification.comptia.org/certifications/security>)

- **Security+**  
March 2017 - March 2020