Connor Schaaf

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Education

Bachelor of Science: Game Development and Design, May 2027
Purdue University: West Lafayette

Professional Summary

Game Development and Design student at Purdue with experience in Unreal Engine, C#, multiplayer systems, and professional documentation. Built team-based games and managed a resale business with $30,000 in sales, combining technical, operational, and communication skills.

Skills

- Unreal Engine
- C#
- Professional Writing
- Google Workspace
- Microsoft Office
- Verbal Communication
- Problem Solving
- Team Collaboration

Work History

Intramural Sports Supervisor, 08/2026 - Current
Purdue Recreational Sports
- Supervise intramural games and support officials to maintain consistent rule enforcement and smooth operations.
- Resolve disputes and make timely decisions under pressure while communicating clearly with players and staff.

Intramural Sports Official, 01/2026 - Current
Purdue Recreational Sports
- Officiate competitive intramural games, enforce rules, and maintain fair play.
- Make quick, accurate decisions in fast-paced environments under pressure.
- Resolve player disputes and maintain game control through clear communication and conflict management.

Owner | Trading Card Resale Business, 08/2022 - 05/2025
Self-Employed
- Managed inventory acquisition, pricing, and sales across multiple online marketplaces.
- Tracked revenue, expenses, and profit margins to support informed purchasing decisions.
- Communicated with buyers to answer inquiries and resolve issues professionally.
- Generated $30,000 in sales over three years.

PROJECTS

LOCOMotion Multiplayer Party Racer: In active development. Built multiplayer systems and race functionality in Unreal Engine and authored the game design document. Co-founded and co-own LoCoM LLC.

Project Hope Gamified Mental Health Tool: Collaborate with a 16-person multidisciplinary team on a tool for a client in Ukraine to support children affected by wartime trauma. Focus on design documentation and project management.

Mags & Magic Multiplayer FPS Game: Built a fully functional multiplayer hero shooter in Unreal Engine with developers, artists, and designers in under four months. Gained experience in project management and advanced coding techniques.

AWARDS

Purdue University Dean's List (Fall 2024, Spring 2025, Fall 2025, Spring 2026); Semester Honors (Fall 2024, Fall 2025, Spring 2026); Texas Academic Decathlon District 3rd Place Individual and State Medalist.