

Connor Ostermann

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PROJECTS

Untitled Game

In development

3D Artist and Shader Developer

- Developed multiple stylized shaders, including a post-process shader system in Unreal Engine, to establish the game's visual style.
- Created a complete character model, weapon, and environmental assets using Maya, Blender, and Substance 3D Painter.
- Built a working game demo in Unreal Engine with a three-person team.

Cradle of the Rift

Published Apr 2026

Environment and Level Designer

- Designed map layouts and environmental styling for a game developed with a 15-person team and published on Steam.

EXPERIENCE

Web Design and Digital Marketing Intern

Jul 2026 – Present

Incredible Dwellings and Beyond

Park City, UT

- Designed and launched incredibledwelling.com on Shopify in mid-August 2026, generating new interior design client projects.
- Launched digital advertising campaigns and tracked Shopify analytics, reporting 310 website sessions for July–October 2026 (+377% versus the comparison period).
- Created an inventory log to organize merchandise records and support showroom, interior design, and home staging operations.

Doorman

Jun 2026 – Present

Sugarhouse Pub

Salt Lake City, UT

- Monitor guest entry, verify IDs, and enforce venue policies while delivering professional customer service.

Customer Service

Jan 2022 – Dec 2025

Boba-Bee

Salt Lake City, UT

- Prepared beverages, assisted customers, and processed transactions in a fast-paced cafe environment.

Vehicle Detailer

Feb 2019 – Dec 2021

Delta Sonic

Erie, PA

- Detailed vehicle interiors efficiently while maintaining presentation and quality standards.

SKILLS

Programming and Pipeline: C++, Python, VEX, Java, collaborative source control

3D and Design: Unreal Engine, Maya, Blender, Substance 3D Painter, Houdini, Photoshop

Web and Business: Shopify, digital advertising, inventory tracking

EDUCATION

University of Utah

Salt Lake City, UT

Bachelor of Science in Games.