

CONNOR GALITZER

FULL-STACK AI PRODUCT BUILDER | AI & INTERACTIVE SYSTEMS

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PROFESSIONAL SUMMARY

Applied AI, full-stack, and interactive media builder with hands-on experience turning ambiguous ideas into working applications, data pipelines, AI workflows, playable systems, 3D assets, animations, and multi-format content. Builds across TypeScript, JavaScript, Python, SQL, Next.js, React, FastAPI, Supabase, PostgreSQL, game engines, and Blender. Combines systems engineering with product judgment, film-informed visual storytelling, editing, and ownership from concept through testing, launch, and iteration.

TECHNICAL AND CREATIVE SKILLS

PRODUCT ENGINEERING	TypeScript, JavaScript, Python, SQL, Next.js, React, Tailwind CSS, FastAPI, Node.js, Supabase, PostgreSQL, REST APIs, WebSockets
APPLIED AI & DATA	LLM APIs, RAG, embeddings, vector search, structured outputs, tool calling, agents, document processing, classification, evaluation
INTERACTIVE SYSTEMS	Unreal Engine, Unity, Godot, Roblox Studio, UEFN, C++, C#, GDScript, Luau, combat, AI behaviors, progression, persistence, UI/HUD
3D & MEDIA	Blender, modeling, texturing, game-ready asset preparation, rigging and retargeting, animation QA, engine integration, video editing, post-production
VISUAL STORYTELLING	Composition, pacing, continuity, montage, narrative structure, sound-image relationships, and multi-format content production
DELIVERY	Vercel, Render, Docker, Git, GitHub, authentication, RLS, monitoring, cost tracking, debugging, testing, documentation, and handoff

EXPERIENCE

INDEPENDENT AI PRODUCT BUILDER & SOLUTIONS ENGINEER

Independent projects | Multi-year product and media portfolio

- Architect and build full-stack AI products across health education, sports-market intelligence, poker training, research operations, workflow automation, and interactive experiences.
- Translate broad concepts into product requirements, database schemas, application architecture, interfaces, APIs, review gates, and deployable prototypes.
- Implement retrieval, embeddings, structured outputs, model routing, tool calling, agents, data ingestion, scoring, and auditable human-in-the-loop workflows.
- Create playable prototypes and supporting media across Unreal Engine, Unity, Godot, Roblox Studio, UEFN, and Blender, including gameplay systems, assets, animation workflows, and engine integration.
- Use AI-native development and content tools to accelerate production while retaining responsibility for architecture, validation, security, editing decisions, and final quality.

SELECTED PRODUCT WORK

PSYVERA.AI - AI HEALTH INTELLIGENCE PLATFORM

Next.js | React | TypeScript | Supabase | PostgreSQL | RAG | AI agents

- Designed an AI-assisted platform combining structured assessments, persistent profiles, document ingestion, educational retrieval, and personalized support workflows.
- Built around source attribution, privacy, role-based access, safety-aware interaction, and human review for a sensitive health-information environment.

BETNIX.AI - SPORTS-MARKET INTELLIGENCE PLATFORM

Next.js | TypeScript | Python | Supabase | APIs | data pipelines

- Built multi-source intelligence across sportsbook odds, prediction markets, line movement, injuries, sentiment, and contextual signals.
- Designed normalization, scoring, backtesting, model evaluation, signal weighting, and customer-facing decision-support workflows.

SELECTED PRODUCT WORK - CONTINUED

POKES - SOLVER-BACKED POKER TRAINING PLATFORM

Next.js | React | TypeScript | FastAPI | PokerKit | eval7 | TexasSolver

- Built a heads-up no-limit Hold'em postflop training product with typed APIs, canonical spot validation, real equity paths, and solver-backed coaching.
- Separated fast opinions from solver truth and persisted canonical spots, solver artifacts, solve nodes, and training reviews in a Supabase/PostgreSQL warehouse.

TRADINGAI - AGENTIC OPTIONS OPERATIONS WORKBENCH

FastAPI | Next.js | Supabase | Robinhood MCP | policy and audit systems

- Built a research and operations control plane for decision packets, policy checks, explicit approvals, evidence capture, reconciliation, dashboards, and outcome learning.
- Implemented max-loss, liquidity, market-memory, event-risk, freshness, and circuit-breaker gates with live placement disabled until the full readiness checklist passes.

INTERACTIVE, 3D, AND MEDIA SYSTEMS

MULTI-ENGINE GAME & INTERACTIVE DEVELOPMENT

Unreal Engine | Unity | Godot | Roblox Studio | UEFN | Blender

- Developed combat, movement, abilities, enemies, progression, inventory, equipment, rewards, persistence, HUD, and testing workflows across several playable prototypes.
- Created and integrated game-ready models, textures, character and weapon assets, rigs, animation sets, retargeting checks, and Blender-to-engine validation pipelines.
- Produced and edited visual content across web, 3D, animation, video, and audio using film-informed principles of composition, pacing, continuity, montage, and sound-image relationship.

MEDIA PRODUCTION & EDITING

Story development | non-linear editing | motion and compositing workflows | AI media tools

- Plan and edit short-form product, narrative, educational, and social content from concept and shot selection through pacing, transitions, captions, sound, and final delivery.
- Apply film grammar - framing, visual continuity, montage, rhythm, dramatic emphasis, and sound-image relationships - to make technical subjects understandable and emotionally legible.
- Combine AI-generated footage, screen captures, 3D renders, animation, voice, music, and static design for web and platform-specific formats.

ADDITIONAL EXPERIENCE

CANCER PROGRAM PARTICIPANT SUPPORT & OPERATIONS

Recurring volunteer support | Approximately four years

- Provide hands-on program support and communicate with people facing high-stress, emotionally sensitive circumstances with empathy, discretion, patience, and professionalism.

PROFESSIONAL STRENGTHS

Technical discovery | Product architecture | Rapid prototyping | Applied AI systems | Interactive design | Visual storytelling | Independent remote work | Clear communication | Decisions under uncertainty