CHRISTOPHER POLLATI (FORMERLY KOSSA)   www.abattoir-sofware.com

Howell, NJ 07731-2869   973.931.3693
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Remote Full-Stack Developer | PHP, JavaScript, Unity (WebGL) | EdTech & Games
Passionate about crafting immersive learning experiences and building clean, efficient systems — from back-end APIs (PHP, SlimAPI, OAuth2) to interactive front-ends (JavaScript, Unity, WebGL).
A patent-holding innovator and remote-ready leader with deep experience in FERPA/COPPA compliance, development pipeline optimization, and cross-platform architecture. Looking for a full-time remote opportunity in games or edtech, to apply my skills to help teams education, interactivity, and web tech.

SKILLS
Programming: PHP, Javascript, C#, Java, ActionScript 3, Python, and C/C++
Development Software: Panic *Nova, Visual Studio Code, Visual Studio, Xcode, Eclipse, IntelliJ/Android Studio*, Git, *GitHub, GitLab, Trello, Slack*, and *Jira*
Other Software: *Ubuntu* Linux, *Figma*, Adobe *Creative Cloud, Google Workspace*, Microsoft *Office*, and Document Foundation's *LibreOffice*

WORK EXPERIENCE
KILLER SNAILS, Brooklyn, NY   **Sep 2017 – Present**
Director of Software Development

U.S. Patent 11763691, *"Method and learning system platform for extended reality digital hybrid education"*, Sep 2023
Develop educational games and tools for evaluating their efficacy.
- Produced XR experiences using Unity that target Google Cardboard on iOS and Android.
- Developed systems connecting XR & websites to allow real-time monitoring of student learning.
- Integrated third-party APIs for classroom management systems.

ABATTOIR SOFTWARE LLC, Howell, NJ   **Jul 2008 – Present**
Owner / Programmer
Remote contract programming and consulting services.
- Modified Flash UIs, allowing communication with other SWFs.
- Developed PHP scripts connecting Flex interfaces to MySQL databases.
- Created cross-platform applications using Flex for web, desktop, and mobile.

BLOOMFIELD COLLEGE, Bloomfield, NJ   **Jan 2009 – May 2022**
Adjunct Professor
Taught game programming courses including Unity, XNA/C# and to ActionScript 3 for Flex, Flash and AIR to adapt to current languages and tools.
- Led Unity classes from beginner to advanced levels, covering AI and gameplay mechanics.
- Guided students in group projects simulating real-world game development workflows.
- Provided insight into industry-standard software and practices.

PROFESSIONAL MEMBERSHIPS AND RECOGNITIONS
- Member of the International Game Developers Association (IGDA) since 2006
- Presenter, New Jersey Chapter of the IGDA
- IGDA Game Developers Conference 2007 Scholarship recipient

EDUCATION AND ACHIEVEMENTS
- **Bachelor of Arts (BA)**, Game Development – Programming, Bloomfield College, Bloomfield, NJ, summa cum laude, GPA: 3.894
  - Dean's List
  - Developed a playable demo of a 3D, multiplayer game with Torque Game Engine in three months for Capstone Project
- **Associate of Applied Science (AAS)**, Commercial Graphics / Computer Animation, Bergen Community College, Paramus, NJ
  - Curricular Award of Excellence in Computer Animation