

# CHRISTOPHER POLLATI (FORMERLY KOSSA)

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## Game and Application Development | Workflow Performance Improvement

Programmer specializing in digital and traditional art, skilled in developing games and applications to increase efficiency and enhance learning. Thrives on understanding how things work, optimizing processes, and educating others. Experienced with diverse programming languages, development environments, and software tools. Adept at solving challenges and delivering innovative solutions.

## SKILLS

**Programming:** PHP, Javascript, C#, Java, ActionScript 3, Python, and C/C++

**Development Software:** *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