CHRISTOPHER POLLATI (FORMERLY KOSSA)

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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

BioDive (Android/iOS/WebGL), WaterWays (Android/iOS/WebGL)

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
BlankWords (Android)
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.

PROPELLER COMMUNICATIONS, Summit, NJ   **Jun 2016 – Sep 2017**
Senior Front End Developer
Managed front-end web development and iOS applications for clients.
- Prototyped VR walkthroughs using Unity for Samsung GearVR and Google Cardboard.
- Maintained programming projects across varied technologies.
- Enhanced web-based games with Phaser.io.

PEARSON, Hoboken, NJ   **Sep 2010 – Feb 2016**
Digital Developer
Designed and maintained web applications and content production tools.
- Streamlined multimedia asset management with MySQL-integrated desktop apps.
- Simplified video re-encoding and caption embedding with custom tools.
- Automated static web page generation using spreadsheets and PHP scripts.

KENYON HOAG ASSOCIATES, Upper Saddle River, NJ   **Oct 2009 – Aug 2010**
Web Developer / Programmer
Bioreactor Defender (Web)
Front end web development and animation focused on advertising for the pharma industry
- Developed Flash game demonstrating company's knowledge of the industry.
- Created tools for client websites tying their inventory and product catalogue.
- Designed client websites based around corporate identities.

THQ / KAOS STUDIOS, New York City, NY   **Oct 2006 – Apr 2008**
Programmer
Frontlines: Fuel of War (Xbox360, PC)
Developed tool to help developers the PC / Xbox 360 executables and game modifications.
- Wrote tools allowing installation and build processes to be more efficient.
- Modified Unreal 3 Engine's Kismet to be used to control Bink video playback.
- Merged updates from newer Unreal builds into older code base.

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