

CHRISTOPHER POLLATI (FORMERLY KOSSA)

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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, 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), Venom CoLab (WebGL)

U.S. Patent 11763691, "Method and learning system platform for extended reality digital hybrid education", Sep 2023

- Led development of flagship educational XR products including BioDive, WaterWays, and Venom CoLab delivering WebGL, iOS, and Android versions using Unity.
- Architected and maintained Linux-based server infrastructure, managing PHP, MySQL, SSL/TLS, and cloud backups using GPG encryption and DigitalOcean Spaces.
- Developed a secure account management system integrating OAuth2 SSO (Google, Microsoft) with custom identity solutions, ensuring FERPA/COPPA compliance.
- Produced XR experiences for Meta Quest, Google Cardboard, and WebGL platforms, optimizing cross-platform performance.
- Wrote technical documentation and application architecture for grant-funded educational initiatives.
- Mentored junior developers and interns in Unity best practices, server management, and deployment strategies.

ABATTOIR SOFTWARE LLC, Howell, NJ

Jul 2008 – Present

Owner / Programmer

BlankWords (Android)

- Delivered freelance and contract programming across education, entertainment, and business.
- Developed cross-platform applications using Adobe Flex for web, desktop, and mobile environments.
- Built PHP/MySQL back-end systems to support Flex/Flash UI integrations.

BLOOMFIELD COLLEGE, Bloomfield, NJ**Jan 2009 – May 2022****Adjunct Professor**

- Taught undergraduate courses in game development for Unity (beginner through advanced), XNA/C#, Flex, and ActionScript 3.
- Mentored student teams through full development cycles, from concept to prototype
- Integrated industry-standard practices and project management methodologies into coursework.

PROPELLER COMMUNICATIONS, Summit, NJ**Jun 2016 – Sep 2017****Senior Front End Developer**

- Managed front-end web and iOS application development for major healthcare/pharma clients.
- Prototyped VR walkthroughs for Samsung GearVR and Google Cardboard using Unity.
- Enhanced web games using Phaser.io.

PEARSON, Hoboken, NJ**Sep 2010 – Feb 2016****Digital Developer**

- Designed and maintained web applications and multimedia content tools.
- Automated video processing and multimedia workflows using PHP, MySQL, and FFmpeg.
- Streamlined asset management pipelines and static page generation.

KENYON HOAG ASSOCIATES, Upper Saddle River, NJ**Oct 2009 – Aug 2010****Web Developer / Programmer**

Bioreactor Defender (Web)

- Developed Flash-based games and client websites focused on pharma industry needs.
- Integrated web inventory and catalog systems.

THQ / KAOS STUDIOS, New York City, NY**Oct 2006 – Apr 2008****Programmer**

Frontlines: Fuel of War (Xbox360, PC)

- 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