

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

U.S. Patent 11763691, "Method & learning system platform for extended reality digital hybrid education", 9/2023

- 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

ABATTOIR SOFTWARE LLC, Howell, NJ

Jul 2008 – Present

Owner / Programmer

- 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 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.

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
 - Developed a playable demo of a 3D, multiplayer game with Torque Game Engine in 3 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