# CHRISTOPHER POLLATI (FORMERLY KOSSA)

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## Game and Application Development | Workflow Performance Improvement

Programmer with a specialty in digital, as well as traditional art, skilled in developing games or products to increase efficiencies. Thrives on learning how things work, how to make better, and how to educate or inform others. Experienced with various types of programming languages and software for art, 3D modeling, video editing, and office software, as well as several operating systems. Enjoy new challenges to enhance skill set.

## SKILLS

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|---|---|
| **Programming:** | C#, PHP, Javascript, Java, ActionScript 3, Flex, Python, and C/C++ |
| **Development Software:** | *Eclipse*, *IntelliJ*/*Android Studio*, *Visual Studio*, *Xcode*, *GitHub*/*GitLab*, Git, SVN, *Trello*, *Slack*, and *Jira* |
| **Other Software:** | Adobe *Creative Cloud*, Document Foundation's *LibreOffice*, Microsoft *Office*, Google *G Suite*, experience in 3D modeling, video editing, and *Ubuntu* Linux |

## WORK EXPERIENCE

**KILLER SNAILS**, New York, NY                                                    **2017 – Present**
**Lead Developer**
Development of educational games and tools for evaluating their efficacy.
- Produced several VR experiences with Unity for Google Cardboard on iOS and Android
- Development of a web portals for games to help teachers monitor student learning
- Integrations of third-party APIs with games to help report on players progress

**BLOOMFIELD COLLEGE**, Bloomfield, NJ                                     **2009 – Present**
**Adjunct Professor**
Teach various classes for game programming ranging from Unity, XNA/C# and to ActionScript 3 for Flex, Flash and AIR to adapt to current languages and tools.
- Teach different levels of Unity development, from basics to AI.
- Led 2 different levels of a classes where student groups created games to facilitate teamwork.
- Instructed class designed to help student learn about software and practices used in the games industry, preparing students for working in a studio environment.

**ABATTOIR SOFTWARE LLC**, Clifton, NJ                                       **2008 – Present**
**Owner / Programmer**
BlankWords (Android)
Executed contract programming, working remotely to assist other companies on game projects.
- Performed modification of Flash UIs, allowing communication with other SWFs.
- Developed PHP scripts, bridging communications between Flex interfaces and MySQL databases for client websites.
- Developed software using Flex, enabling common code base for web, desktop and mobile.

**PROPELLER COMMUNICATIONS**, Summit, NJ                    **2016 – 2017**
**Senior Front End Developer**
Oversaw front end of web site development and iOS applications for various clients.
- Prototyped a VR walkthrough using Unity for Samsung GearVR and Google Cardboard
- Maintenance of various programming projects across varied technologies.
- Modified and expanded a web baser game built with Phaser.io

**PEARSON**, Hoboken, NJ                    **2010 – 2016**
**Digital Developer**
Developed and maintained web application for educational purposes, as well as development of tools to help produce content for those products.
- Developed desktop application utilizing MySQL database, streamlining management of tens-of-thousands of multimedia assets.
- Created tool, simplifying batch re-encoding of videos and the embedding captions.
- Designed web forms and PHP scripts, generating various static web pages from spreadsheets.
- Used VMware vCloud Director to configure and set up web and database servers.

**KENYON HOAG ASSOCIATES**, Upper Saddle River, NJ                    **2009 – 2010**
**Web Developer / Programmer**
Bioreactor Defender (Web)
- Programmed Flash game, demonstrating company's knowledge of the pharma industry.
- Developed Flex tools for client websites, enabling product ordered to be tied to inventory system while streamlining ordering process.
- Designed new or modified existing clients website based around corporate identities, increasing brand awareness.

**THQ / KAOS STUDIOS**, New York City, NY                    **2006 – 2008**
**Programmer**
Frontlines: Fuel of War (Xbox360, PC)
Developed and maintained continuous builder for daily compiles of the PC / Xbox 360 executables.
- Wrote Python scripts and C# tools, allowing installation and build processes to be more efficient.
- Modified Unreal 3 Engine, enabling Kismet to be used to control Bink video play back.
- Merged updates from newer Unreal builds into older code base to add features to game.

## EDUCATION AND ACHIEVEMENTS
– Member of the International Game Developers Association (IGDA) since 2006
– Presenter, New Jersey Chapter of the IGDA
– IGDA Game Developers Conference 2007 Scholarship recipient
– **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