CHRISTOPHER POLLATI (FORMERLY KOSSA) www.abattoir-sofware.com

Clifton, NJ 07011.2302   **973.931.3693**
www.linkedin.com/in/christopherpollati   christopher.pollati@gmail.com

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. Thrive 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

Programming:	ActionScript 3, Flex, C#, PHP, Javascript, Java, Python, and C/C++
Development Software:	Eclipse, IntelliJ/Android Studio, MonoDevelop, Visual Studio, Xcode, GitHub, Jira, Trac, Git, and SVN
Other Software:	Adobe Creative Cloud, Document Foundation's LibreOffice, Microsoft Office, some experience in 3D modeling, like Maya, Cinema4D, video editing, and Linux

WORK EXPERIENCE

KILLER SNAILS, New York, NY   **2017 – Present**
Lead Developer
Development of educational games and tools for evaluating their efficacy.
- 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.
- 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 walk-through 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 educations 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 Developer's Association (IGDA) since 2006
- Presenter, New Jersey Chapter of the IGDA
- IGDA Game Developer's Conference 2007 Scholarship recipient
- **Bachelor of Arts (BA)**, Game Development – Programming, Bloomfield College, Bloomfield, NJ, *summa cum laude*, GPA: 3.894
  - □ Dean's List
- **Associate of Applied Science (AAS)**, Commercial Graphics / Computer Animation, Bergen Community College, Paramus, NJCurricular Award of Excellence in Computer Animation