**Christopher Pollati (formerly Kossa)** [**www.abattoir-sofware.com**](http://www.abattoir-sofware.com/)

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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