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

**Howell, NJ 07731-2869 973.931.3693**

[**www.linkedin.com/in/christopherpollati**](https://www.linkedin.com/in/christopherpollati)[**christopher.pollati@gmail.com**](mailto:christopher.pollati@gmail.com)

**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.

**Christopher Pollati** [**christopher.pollati@gmail.com**](mailto:christopher.pollati@gmail.com) **Page Two**

**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