**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:** | *Visual Studio Code*, *Visual Studio*, *Xcode*, *Eclipse*, *IntelliJ*/*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)

U.S. Patent 11763691, *“Method and learning system platform for extended reality digital hybrid education”*, Sep 2023

Develop educational games and tools for evaluating their efficacy.

* Produced XR experiences using Unity that target Google Cardboard on iOS and Android.
* Developed systems connecting XR & websites to allow real-time monitoring of student learning.
* Integrated third-party APIs for classroom management systems.

**ABATTOIR SOFTWARE LLC**, Howell, NJ **Jul 2008 – Present**

**Owner / Programmer**

BlankWords (Android)

Remote contract programming and consulting services.

* Modified Flash UIs, allowing communication with other SWFs.
* Developed PHP scripts connecting Flex interfaces to MySQL databases.
* Created cross-platform applications using Flex for web, desktop, and mobile.

**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.
* Provided insight into industry-standard software and practices.

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

**PROPELLER COMMUNICATIONS**, Summit, NJ **Jun 2016 – Sep 2017**

**Senior Front End Developer**

Managed front-end web development and iOS applications for clients.

* Prototyped VR walkthroughs using Unity for Samsung GearVR and Google Cardboard.
* Maintained programming projects across varied technologies.
* Enhanced web-based games with Phaser.io.

**PEARSON**, Hoboken, NJ **Sep 2010 – Feb 2016**

**Digital Developer**

Designed and maintained web applications and content production tools.

* Streamlined multimedia asset management with MySQL-integrated desktop apps.
* Simplified video re-encoding and caption embedding with custom tools.
* Automated static web page generation using spreadsheets and PHP scripts.

**KENYON HOAG ASSOCIATES**, Upper Saddle River, NJ  **Oct 2009 – Aug 2010**

**Web Developer / Programmer**

Bioreactor Defender (Web)

Front end web development and animation focused on advertising for the pharma industry

* Developed Flash game demonstrating company’s knowledge of the industry.
* Created tools for client websites tying their inventory and product catalogue.
* Designed client websites based around corporate identities.

**THQ / KAOS STUDIOS**, New York City, NY  **Oct 2006 – Apr 2008**

**Programmer**

Frontlines: Fuel of War (Xbox360, PC)

Developed tool to help developers the PC / Xbox 360 executables and game modifications.

* 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