CHRISTOPHER KORNOSKY

KORNOSKY.SITE
512-420-3017
CGKORNOSKY@TAMU.EDU

EDUCATION

Texas A&M University, College Station, TX || *Class of 2023*

- Masters of Science in Visualization
- Bachelor of Science in Visualization
- Minor in Computer Science

EMPLOYMENT

VFX || *Learning Interactive Visualization Experience (LIVE) Lab* — *2020 - present*

Developing professional-quality scenes of a building being destroyed and provided visualizations for a high-profile architecture installation. Using Unreal Engine 4, Houdini, and the Adobe Suite.

Music Video Production || *Universal Music Group NZ* — *2020*

Worked with a high-profile music company to produce a music professional-grade music video. Received monetary compensation and a referral from the NZ team to get me an interview with the US branch of the Universal Music Group. Used Houdini and After Effects to create a one minutes forty-six second visualizer.

Swim Coach/Water Safety Instructor || *Austin Aquatics* — *2015 - 2016*

Headguard/Lifeguard || *Austin Aquatics & TAMU Recreational Center* — *2015 - 2018*

Door-to-Door Salesman || *Southwestern Advantage Sales* — 2017

Cashier/Server || *Dairy Queen* — 2014 - 2015

EXPERIENCE

Summer Industry Game Studio || *Student* — *2020*

Led a team of six people to create a game in 10-weeks.

Mentored by a professional programmer from Robot Entertainment.

TAMU Game Studio || *Student* — *2019; 2020*

Chillennium Game Jam || *Participant* — *2016; 2017; 2018; 2019*

TAMU Live Lab COVID Game Jam || *Participant* — *2020*

2D Visual Developers || *President/Founder/General Officer* — *2018 - 2020*

Founder of a student organization that promoted 2D art within the TAMU Visualization department.

The organization has amassed over thirty-plus members and provided virtual talks with industry professionals from Riot Games, Webtoons, and Powerhouse Animation.

SKILLS

- Programming
- Visual Scripting
- Gameplay Design
- Level Design
- Visual Design
- Rapid Prototyping

TOOLS

- UE4
- Unity
- Adobe Suite
- Python
- Autodesk Suite
- C#
- Houdini
- Substance Designer
- C++
- Blender