

Charles Kupets

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EDUCATION

University of Chicago, Chicago, Illinois Class of 2018
GPA 3.73/4.00
BS Computer Science, BA Economics
University Scholar Award – Merit Scholarship
Classes Include: Algorithms, Computer Architecture, Networks, Graphics, Game Construction
New York University, New York City, New York Summer 2017
Completed Sight and Sound: Filmmaking and Writing for the Screen
New Trier High School, Winnetka, Illinois High School Diploma 2014
GPA 3.99/4.0 unweighted, 5.31/5.33 weighted
SAT 2400/2400, ACT 36/36, PSAT 240/240
Presidential Scholar Semifinalist 2014

EXPERIENCE

Software Development Intern at Blackstair Group, Oak Brook, IL December 2017

- Created script to scan filesystem and send certain files to AWS remote storage while maintaining relational database of file locations using ODBC
- Learned basics of algorithmic trading, futures markets

Game Design Intern at Industrial Toys, Pasadena, CA Summer 2016

- Identified, reproduced, and fixed bugs in Unreal Engine 4 for Android and iOS
- Designed, implemented, and tested new gameplay features in separate build
- Created server side data analysis tools using Google charts API and python
- Created real-time gear showcase tool used for trailer footage
- Identified and fixed optimization issues using Unreal Engine 4 Performance and Profiling tool
- Learned how to synchronize engineering, design, and art teams in a small studio of 18 developers

Two Bit Ventures (gravitytank), Chicago, IL Summer 2015

- Built website using JavaScript, CSS, and HTML as part of a content marketing initiative
- Learned human-centered design from guiding principles to actual implementation

UChicago Summer Links, Chicago, IL Summer 2015

- Explored the nonprofit mechanisms driving social innovation and community service in Chicago
- Engaged critically with public and private industry leaders on issues and efforts to solve them

Urban Initiatives, Chicago, IL Summers 2012, 2013

- Built funding opportunity database of 40 entries, organized student mentor retreat, identified healthcare options for part time employees, tracked inventory, and compiled teaching materials

LEADERSHIP

Founder and President, UChicago Game Design Spring 2015 – Ongoing

- Founded student organization in response to lack of centralized game design community on campus
- Oversee and contribute to 3 long-term, small-team development projects with 18 total developers
- Conduct biweekly game discussions led by myself and club members
- Host and moderate question and answer sessions with industry professionals

Production Manager, The Attic, UChicago Nov 2015 – Jan 2017

- Recorded, edited, and distributed all podcast content: interviews, narrations, and drama

Taking The Next Step 2016 Student Coordinator, UChicago Autumn 2015 – Winter 2016

- Identified, contacted, and invited 29 alumni for 8 spots to serve as panelists and roundtable leaders for the Social Innovation and Community Change panel

J. Kyle Braid Leadership Ranch, Villa Grove, CO Summer 2012

- One of four student athletes selected for weeklong leadership, teamwork, communication, and problem solving classes interspersed by fieldwork in which these strategies were directly applied
- Taught these lessons to 70 other student athlete leaders at New Trier High School

OTHER PROJECTS

- Gear VR game built in Unity that utilized Microsoft Kinect
- Created 2D physics engine for racing game that handled input and collision
- Built graphics engine in C++ using OpenGL, featured normal maps, cel-shader, skybox, and particles
- Coded Arm7 assembly level emulator in C, featured pipelining and cache
- Comedy Writing - multiple scripts, several of which have been produced

SKILLS

Experienced in C, C++, JavaScript, Python, Java, SQL, HTML & CSS, Unreal Engine, Unity, VR, Blender

INTERESTS

Running (High School XC Captain), Backpacking (2014 NOLS Trip), Video Games, Film and Television