

# 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  
Classes Include: Algorithms, Computer Architecture, Networks, Graphics, Databases, Security, Machine Learning  
University Scholar Award – Merit Scholarship  
**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 Engineer Intern at Gunslinger Studios**, Chicago, IL July 2018-Present

- Integrating back-end services with Unreal Engine 4 client
- Working in Unreal Engine 4 Editor to implement UI, gameplay features
- Writing automated tests for and improving validation of server handlers
- Familiarized with Google Cloud Platform, App Engine, flatbuffers

  
**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 – Spring 2018

- 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

## SKILLS & INTERESTS

- Experienced in C, C++, Python, Java, JavaScript, SQL, HTML & CSS, Unreal Engine, Unity, VR
- Running (High School XC Captain), Backpacking (2014 NOLS Trip), Video Games, Film and Television

Please go to the site listed below my name for links to my projects and a more thorough breakdown of my classes.