

CHRISTOFER KLASSEN

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SKILLS

Programming

- C++
- C
- C#
- Objective-C
- OpenGL, GLSL, and HLSL
- Java
- JavaScript
- HTML
- CSS
- MySQL
- GitHub workflow
- Game infrastructure and logic development
- Object-oriented programming
- Procedural programming
- Windows and Unix Data Communications

Workplace

- Highly capable at professional technical design
- Confident in project management and team leadership roles
- Strong written and oral communication skills
- Able to remain calm in stressful situations

EDUCATION AND TRAINING

British Columbia Institute of Technology, Canada

2013 - Present

- Enrolled in Bachelor of Technology in Computer Systems (Game Development)
- Focused on C++, C, C#, Objective-C, Java, data communications, and web development
- Learned game development design patterns and graphical rendering procedures
- Acquired an understanding of computer operating systems and hardware
- Graduated with distinction from Computer Systems Technology diploma

EXPERIENCE

Magnesium Ninja Studios

2010 - Present

Project Manager and Lead Programmer of Game Development Team

- Assembled and managed a team of three game developers
- Recruited multiple musicians worldwide to produce original compositions
- Successfully headed eight polished independent videogames to completion
- Distributed over 250,000 copies of games to fans across the world

Starbucks Coffee Company

2011 - 2013

Barista

- Handled difficult situations and multitasked under pressure
- Effectively dealt with customers as part of a team
- Maintained a high standard of work and customer service

Richmond in 3D Youth Troupe

2012 - 2013

Improvistional Actor

- Visited elementary schools and youth forums to discuss anti-bullying and diversity
- Acted out bullying scenarios and personal stories
- Helped organize and run numerous events across Richmond
- Spent over 100 hours training and rehearsing with troupe members

AWARDS

- Achieved a 92% average at BCIT in the Computer Systems Technology diploma
- Received scholarships for academic excellence throughout BCIT diploma
- Received scholarships for outstanding performance in high school
- Maintained honor roll status throughout all 5 years of high school

HOBBIES AND INTERESTS

- Designing and developing videogames
- Participating in 48 hour game development jams
- Writing novels and short stories