CHRISTOFER KLASSEN

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Portfolio:
caklassen.me

LinkedIn:
linkedin.com/in/caklassen

SKILLS

Technical

- C++
- C#
- C
- Python
- PowerShell scripting
- PlayStation®4 SDK integration
- Steam® SDK integration
- Game infrastructure design and architecture
- Automated test authoring
- Windows and Unix networking
- Git workflow
- CI/CD workflow
- Wwise workflow and integration

Workplace

- Confident in technical leadership and individual contributor roles
- Comfortable managing engineers and providing effective developmental feedback
- Highly capable at professional technical design and documentation
- Devoted to maintainable development through the promotion of automated testing and code reviews
- Experienced in working on large teams in deadline-driven environments
- Professional when working with clients and external partners

EXPERIENCE

SkyBox Labs   *February 2018 - Present*
Software Engineer III

- Leads a team of 6 engineers and designers to optimize and maintain Minecraft for PlayStation®4 in a post-launch environment
- Utilizes performance profiling, memory instrumentation, and crash dumps to improve product stability and overall user experience
- Implements major technical improvements in a cross-platform environment
- Manages 7 engineers and supports them in building their careers
- Directed Minecraft for PlayStation®VR, coordinating production, design, and engineering while also serving as lead engineer on the project
- Served as assistant technical director on Minecraft for PlayStation®4
- Supervised and implemented core gameplay features for major title updates
- Enhanced CI/CD initiative through beta program development, infrastructure improvements, and test authoring

IUGO Mobile Entertainment   *May 2017 – February 2018*
Client Software Engineer
- Developed template-heavy C++ code for The Walking Dead: Road to Survival
- Designed and implemented client-server networking schemas and protocols
- Contributed to technical and creative design across multiple features
- Collaborated with designers, artists, and publishers to complete time-sensitive projects
- Integrated third-party Android and iOS SDKs into the project

Magnesium Ninja Studios   *September 2010 – November 2018*
Project Manager and Lead Software Engineer
- Coordinated a team of engineers and musicians to release Overclocked on Windows and macOS to a 92% positive rating
- Integrated the Steam® SDK and configured product metadata on the Steamworks backend
- Drove core engineering and game design efforts
- Became primary maintainer of the GMWwise open-source project
- Recruited multiple musicians internationally to produce original compositions
- Successfully headed nine polished independent videogames to completion
- Distributed over 300,000 copies of games to fans across the world

British Columbia Institute of Technology   *April 2016 – September 2016*
Research Assistant and Software Engineer
- Performed research on data logging and wheelchair movement
- Developed an Android data logger for use with wheelchair research and therapy
- Maintained a consistent, self-directed schedule

EDUCATION AND TRAINING
British Columbia Institute of Technology   *September 2013 - April 2017*
- Completed a Bachelor of Technology in Computer Systems (Game Development)
- Managed and developed four separate term project video games
- 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 degree program

HOBBIES AND INTERESTS
- Writing long-form fantasy and science-fiction
- Hiking
- Designing and prototyping board games