

CHRISTOFER KLASSEN

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Portfolio:
caklassen.me

LinkedIn:
linkedin.com/in/caklassen

SKILLS

Programming

- C++
- C#
- C
- Objective-C
- OpenGL, GLSL, and HLSL
- Java
- JavaScript
- Python
- Game infrastructure and logic design
- iOS and Android development
- Unity development
- Windows and Unix networking
- Git and SVN workflow
- Continuous Integration workflow
- Wwise workflow and integration
- Steam SDK integration

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

EXPERIENCE

IUGO Mobile Entertainment

May 2017 - Present

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 - Present

Project Manager and Lead Software Engineer

- Assembled and managed a team of four 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

British Columbia Institute of Technology
Research Assistant and Software Engineer

April 2016 – September 2016

- Performed research on data logging and wheelchair movement
- Developed an Android data logger for use with wheelchair research and therapy
- Maintained a consistent self-managed schedule for three months

Starbucks Coffee Company
Barista

June 2011 – September 2013

- 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
Improvisational Actor

July 2012 – June 2013

- 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

EDUCATION AND TRAINING

British Columbia Institute of Technology, Canada

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

AWARDS AND ACHIEVEMENTS

- Achieved a 93% average at BCIT over the course of a four-year degree
- Received multiple scholarships for academic excellence throughout BCIT
 - The IUGO Mobile Entertainment Achievement Award (\$3500)
 - The IUGO Mobile Entertainment Entrance Award (\$2000)
 - The BCIT Faculty and Staff Association Scholarship (\$1000)
 - The BCIT Computer Systems Award in Data Communication (\$350)
- Received scholarships for outstanding performance in high school
- Maintained honor roll status throughout all 5 years of high school

HOBBIES AND INTERESTS

- Participating in 48 hour game development jams
- Learning and practicing piano
- Writing novels and short stories
- Playing board games and tabletop role-playing games