Dominic Calkosz

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EDUCATION

Carnegie Mellon University   **Pittsburgh, PA**
B.S. in Computer Science, Minor in Game Design   *Dec. 2020*
GPA: 4.0
Notable coursework: Game Design, Computer Game Programming, Computer Graphics, "Game Design, Prototyping, and Production", Intro to Video Game Analysis, Distributed Systems

Greenwich High School   **Greenwich, CT**
GPA: 4.8/5.0 | ACT: 36 | SAT Subject Tests: Math 2 (800), Physics (800)   *June 2017*
Notable coursework (AP): Computer Science A (5), Physics 1 (5), Physics 2 (5), Physics C: E&M (5), Physics C: Mech (5), BC Calculus (5), Macroeconomics (5), Microeconomics (5)

Columbia University Summer Program, "Mathematical Bootcamp for Budding String Theorists"   *2016*
Johns Hopkins CTY Summer Program, "Game Theory", "Number Theory"   *2014, 2015*

PROFESSIONAL EXPERIENCE

Blizzard Entertainment, *Senior Game Designer, Unannounced Game*   *Sept. 2023 - present*
                                      Game Designer, Hearthstone Battlegrounds   *Jan. 2021 - Sept. 2023*
                                      Game Design Intern, Hearthstone   *May - Aug. 2019, 2020*
- Worked on 2 Hearthstone sets, 9 Battlegrounds seasons, and unannounced content.
- Developed new gameplay systems to renew novelty, grow design space, and push genre boundaries.
- Designed new card sets, including mechanics, themes, art descriptions, and voicelines.
- Implemented content and fixed bugs using Unity, C#, C++, custom tools, and scripting languages.
- Prepared and ran playtests with 50+ participants, aggregated feedback, and iterated accordingly.
- Collaborated with designers, engineers, artists, QA, researchers, product managers, and others.

The Game Agency, *Junior Web Developer*   *June - Dec. 2018*
- Developed and improved corporate training and education games using JS, HTML, and CSS.
- Worked with tools such as Gulp, GitLab, and Jira, as well as Python and Linux shell scripting.

PROJECT EXPERIENCE

Game Creation Society (CMU), *President, Designer, Programmer*   *Fall 2017 - Winter 2020*
- Led small interdisciplinary teams to create original video games each semester.
- Ran large events and managed 6 officers. Developed org website from scratch.

Cognitive Development Lab (CMU), *Research Assistant*   *Fall 2017 - Winter 2020*
- Designed & coded video games in Unity to enhance cognitive control in children.

ACTIVITIES & ORGANIZATIONS

Boy Scouts of America, *Eagle Scout, Assistant Senior Patrol Leader*   *2011 - 2018*
Planned and led meetings and camping trips; instructed younger scouts; performed community service.

GHS Computer Science Team, *President*   *2016 - 2017*
GHS Science Team, *Captain*, Northeast Science Bowl at UCONN (March 2016, 2017)   *2015 - 2017*
GHS Math Team, *A-Team Competitor*, NEAML (April 2015, 2016, 2017)   *2013 - 2017*

SKILLS & INTERESTS

Programming Language/Software Experience: Unity [w/ C#], Git, C, C++, Python, Java, web development [w/ JavaScript, HTML, CSS], Perforce, Jira

Interests: Piano, electronic music production, theoretical computer science, philosophy, veganism, biking.