*Personal Website
and Game Portfolio:*
Dominic-Calkosz.com

Dominic Calkosz

203-228-1747 | dcalkosz@andrew.cmu.edu

Home Address:
5 Eggleston Lane
Greenwich, CT 06870

EDUCATION

Carnegie Mellon University, School of Computer Science   **Pittsburgh, PA**
Bachelor of Science in Computer Science - Junior   *Expected Graduation: May 2021*
Current GPA: 4.0/4.0
Notable coursework: Artificial Intelligence and Humanity, Intro to Video Game Analysis, Great Practical Ideas for Computer Scientists, Intro to Computer Systems

Greenwich High School   **Greenwich, CT**
GPA: 4.8/5.0 | ACT: 36 | SAT Subject Tests: Math 2 (800), Physics (800)   *June 2017*
Relevant 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*

RELEVANT EXPERIENCE

Blizzard Entertainment, Hearthstone Initial Design Intern   *May 2019 - present*
Design new cards and expansions, including mechanics, theme, flavor, art direction, and VO's.

Game Creation Society (CMU), lead game developer, Chief of Operations   *Fall 2017 - present*
Create a video game from scratch in small teams each semester. Manage club website and resources.

Cognitive Development Lab (CMU), research assistant   *Fall 2017 - present*
Work in a team of 6 to program a custom video game to enhance cognitive control in children.

The Game Agency, junior web developer   *June - December 2018*
Develop and improve corporate training and education games using JavaScript, HTML, and CSS, and tools such as Gulp, GitLab, and Jira. Work with Python and Linux shell scripting.

Teknowledge (CMU), Python curriculum developer and teacher   *Fall 2017 - Spring 2018*
Designed and participated in labs to teach Python to middle school students.

Game Development with Godot Engine, lead programmer   *May - June 2017*
Worked in a team of 4 to create a story-driven puzzle platformer with original artwork and OST.

ACTIVITIES & ORGANIZATIONS

Boy Scouts of America, Eagle Scout rank   *2011 - 2018*
Plan and lead meetings and camping trips; instruct younger troop members; perform 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, AWARDS & INTERESTS

Programming Language/Software Experience: Unity [with C#] (intermediate), Git (intermediate), Java (intermediate), Web development [with Javascript, HTML, CSS] (intermediate), C (basic), Python (basic)

Honors: American Invitational Mathematics Exam Qualifier (2017), US National Physics Olympiad Semifinalist (2017), US National Chemistry Olympiad Competition Finalist (2016)

Honor Societies: National Honor Society, National Math Honor Society (Mu Alpha Theta), Science National Honor Society, German National Honor Society

Interests: Video game design and development, electronic music production