

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], Jira

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