Caleb Kissinger

Graphics Programmer

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⬤ **Github:** https://github.com/Kaylubkiss

Education

DigiPen Institute of Technology   Redmond, WA

B.S. Computer Science in Real-Time Interactive Simulation   *August 2021 – April 2025*

*Graduated Summa Cum Laude

Relevant Coursework: Computer Graphics I/II, Advanced Computer Graphics I/II, Low-Level Programming, Algorithm Analysis, Data Structures, Advanced C/C++, Physics, Calculus I/II, Linear Algebra and Geometry, Game Implementation Techniques, Nintendo Switch Development (CS-388)

Skills

Languages: C, C++ (4 years), GLSL, HTML and CSS (familiar), Python (familiar)

API: Vulkan, OpenGL, SDL2, GLFW

Software: Unreal Engine 5, Unity, Visual Studio, Visual Studio Code, Adobe Creative Suite (Premiere Pro, After Effects, Photoshop, Audition), Windows 10/11, Windows Subsystem Linux 2, Linux Mint Distribution

Projects

Personal Vulkan Graphics Engine (C++, SDL2, GLSL)   **Lawrence, KS**

Engine and Graphics Programmer   *5/8/2024 – Present (part-time, 4 months of work)*

- Implemented hot reloading for easier shader debugging.
- Implemented a first-person camera for user navigation, and an interface with ImGui for simulation editing
- Implemented an interface with ReactPhysics3D open library to allow rigidbody simulations and collisions.
- Build Automation with batch scripting and CMake. Downloads project dependencies and creates ".sln" with organized filters.

Somniphobia (Unreal Engine 5)   **Redmond, WA**

Gameplay and AI Programmer   *9/2023 – 4/2024*

- Implemented screen-space pixelation shader to mimic PS1-style rendering.
- Programmed enemy behavior using a Finite State Machine, creating random attack and movement patterns to insight fear in the player.
- Crafted player and enemy animations in Blender and put them into gameplay (dynamic hitboxing).

Lunar Sword (C++ language with OpenGL, GLSL)   **Redmond, WA**

Engine and Graphics Programmer   *8/2022 – 4/2023*

- Implemented bloom shaders to enhance the game's starry background
- Implemented a button system to enable player navigation.
- Aided with engine architecture code such as the renderer, serializer, game object manager.

Nowhere to Grow (C language with Alpha Engine's Renderer)   **Redmond, WA**

Gameplay Programmer and Animator   *1/2022 – 4/2022*

- Programmed player controls, interactive objects (moving cloud platform, windmill that pushes other objects), and crafted and implemented sprite animations using image-offsetting technique, alongside intro/outro cutscenes

Additional Experience

YouTube Content Creator   **Lawrence, KS**

Showrunner, Writer, Animator   *9/5/2014 – Present (part-time)*

- Attained silver plaque from YouTube in 2016 for surpassing 100,000 subscribers
- Amassed 460M+ total channel views as of January 28th, 2025