Caleb Kissinger
Graphics Programmer

I am a recent Computer Science Graduate focused on building scalable, reliable, and performant real-time systems for games and media. I love to tell stories through my work, and aspire to make a real-world impact through computer technology.

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in **Linkedin:** www.linkedin.com/in/caleb-kissinger **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), Javascript (familiar)
API: Vulkan, OpenGL, SDL2, GLFW
Software: Unreal Engine 5, Unity, Visual Studio, CMake, Adobe Creative Suite (Premiere Pro, After Effects, Photoshop, Audition), Windows 10/11, Windows Subsystem Linux 2, Linux Mint Distribution

Projects

Vulkan Graphics Engine (C++, SDL2, GLSL) **Remote**
Engine and Graphics Programmer *5/8/2024 – Present (part-time)*

- 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 for Linux and Windows systems. Downloads project dependencies and (for Windows) 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 synced with animation).

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 UI system to enable player interaction with gameplay.
- 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 created sprite animations using image-offsetting technique, and animated 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