Caleb Kissinger

Graphics Programmer

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Education

DigiPen Institute of Technology **Redmond, WA**
B.S. Computer Science in Real-Time Interactive Simulation | GPA 3.88 *August 2021 – April 2025*

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++ (3.5 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

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 an interface with ReactPhysics3D open library to allow rigidbody simulations and collisions.
- Implemented a first-person camera for user navigation, and an interface with ImGui for simulation editing
- 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*

- Programmed enemy behavior using a Finite State Machine, creating random attack and movement patterns to insight fear in the player. Additionally programmed the enemy-grab-response interaction.
- Crafted and implemented various player and enemy animations into gameplay (dynamic hitboxing)
- Implemented dither and pixelation post-processing shader

Lunar Sword (C++ language with OpenGL, GLSL) **Redmond, WA**
Engine and Graphics Programmer *8/2022 – 4/2023*

- Created classes for our engine's workflow: time calculation, core-engine (instantiates the main loop), and game object management.
- Implemented bloom shaders to enhance the game's starry background, and a button system to enable player navigation.

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