

# Caleb Kissinger

Graphics Programmer

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## Education

**DigiPen Institute of Technology**

*B.S. Computer Science in Real-Time Interactive Simulation*

\*Graduated Summa Cum Laude

**Redmond, WA**

*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++ (4 years), GLSL, HTML and CSS (familiar), Python (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)**

*Engine and Graphics Programmer*

**Remote**

*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. Downloads project dependencies and creates ".sln" with organized filters.

**Somniphobia (Unreal Engine 5)**

*Gameplay and AI Programmer*

**Redmond, WA**

*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 instill 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)**

*Engine and Graphics Programmer*

**Redmond, WA**

*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)**

*Gameplay Programmer and Animator*

**Redmond, WA**

*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**

*Showrunner, Writer, Animator*

**Lawrence, KS**

*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