

KRISTOPHER KATH

EXPERIENCE

Girls Make Games (GMG), San Jose, CA / Virtual

JULY – AUG. 2019 / 2021

Unity Camp Counselor

- Maintained and collaborated with others to manage a game development camp
- Directed and instructed a team of 6 girls the intricacies of designing and developing 2D games in Unity / Construct3 for three weeks
- Assisted campers in having their own games come to fruition by the end of camp
- Equipped camp attendees with the necessary knowledge and experience to continue developing games outside of a learning environment

Games for Love (GFL), Lynnwood, WA

DEC. 2019 – SEP. 2020

“Battle for the Kingdom”

Unity C#, Programmer

Real-Time, Top-Down Strategy game where you fight for control of the enemy Castle!

- Collaborated with a varying team size of 5 – 8 individuals as the sole programmer
- Implemented an overhaul to the pre-existing AI system, combat system, unit spawn probabilities, and multiple bug fixes to old code in project
- Game currently published on Steam as early access

PROJECTS

“Dungeon Scramblers”, Group Project

SEP. 2020 - JUNE 2021

Unity C#, Programmer

Roguelite, Asynchronous Multiplayer Mobile/Desktop game; play as a Scrambler to defeat the dungeon Overlord or thwart the pesky Scramblers as the Overlord!

- Organized, planned, and produced features with a team of 5 programmers
- Developed AI system using behavior trees in Panda BT to match design specifications
- Planned and produced inventory storage system using bitflags, bit shifting and bit masking to gather player inventory data to be loaded in during a match
- Implemented dynamic status effects system to apply various effects

“2D Game Engine”, Solo Project

OCT. 2020 – NOV. 2020

Native C++, Programmer

2D game engine built in native C++ using SDL, GLM, SOL2 and Lua.

- Created a 2D game engine following the Entity-Component System architecture for purpose of understanding how game engines operate
- Used SOL2 to link C++ code to Lua for loading game assets, entities, and components

EDUCATION

California State University, Long Beach (CSULB)

Graduated with Bachelor of Science in Computer Science

Fall 2021

Major GPA – 3.639

LEADERSHIP

Video Game Development Association (VGDA), CSULB

JAN. 2019 – DEC. 2020

General Officer and Treasurer

- Maintained organization and assisted multiple groups each semester to make sure their game development projects developed smoothly
- Organized, managed, and mentored in events such as workshops and studio days to educate members on the game development process and developing their games

PERSONAL INFORMATION

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GitHub:

<https://github.com/KristopherKath>

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TECHNICAL SKILLS

Languages:

C++, C, C#, Java

Programs:

Visual Studios, Unreal Engine 4,

Unity, Trello, Slack,

Airtable, Eclipse

Source Control

SOFT SKILLS

Organizational Leadership,

Project Management,

Communication, Teamwork,

Teaching, Mentoring,

Scrum/Agile Methodology