

Chase Slattery

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<https://github.com/Slatterychase>
978-435-1314

Education **Rochester Institute of Technology(August 2016 - December 2020)**
Game Design and Development
GPA: 3.6

Skills **Coding:** C#, C++, OpenGL, DirectX 11, Javascript , SQL, Kusto

Tools: Unity, Nintendo Switch SDK, Unreal Engine, Git

Work Experience **Microsoft(May-August 2020)**
Software Engineering intern working on Microsoft's Windows App Activations data team. Collaborated with colleagues to implement baseline telemetry health coverage using Kusto/SQL queries and PowerBI for Windows Activations. Using Kusto Framework built visualizations of internal measure bugging system application logs in Azure.

Microsoft(May-August 2019)
Software Engineering intern working on Microsoft's Azure Software Defined Network Team. Engineered API and backend for feature flagging live services, wrote a single box testing framework, and developed tools to create and clear test databases to provide a sure to work testing environment.

Second Avenue Learning(January 2019 - April 2019)
Worked on porting "The Original Mobile Game" from mobile phones to Nintendo Switch using Unity. This includes refactoring and rewriting game modes to work with the Nintendo Switch, implementing features utilizing the different control schemes, as well as cleaning and polishing the game for publishing.
<https://www.nintendo.com/games/detail/the-original-mobile-games-switch/>

Projects **Cruise Control(Unity, C#)**
Rogue-like mobile game, worked on implementing enemy AI, including different attack styles, both ranged and melee, fleeing and engaging behaviors, as well as implemented player gun system including upgrades and melee and ranged weapons.

A* Tech Demo
Unity based tech demo of an A* solution utilizing a heap to efficiently generate paths, coroutines to handle unit requests, layer masks for dynamic grid generation, and Unity editor visualizations to allow designers to easily modify values.
<https://github.com/Slatterychase/AStarPlayground>