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# Christopher Atkins

## EDUCATION

**University of Michigan, Ann Arbor MI** — *B.S.E in Computer Science*
December 2013

## EXPERIENCE

**Tursiops Studios, Remote** - *Game Programmer*
*May 2024 - July 2025*
Primrows
- Designed and implemented UI menus (Main, Options, Challenges, Ads), ensuring consistent visual style and intuitive navigation across platforms.
- Integrated Voxel Buster Mobile Platform Plugin for premium in-app purchases, leaderboards, achievements, and cloud saving, enhancing player engagement on mobile platforms.
- Implemented Steamworks API features including leaderboards, achievements, and cloud saving, ensuring feature parity between Steam and mobile versions.
- Developed a suspended game state feature to store active session data, allowing seamless resumption of gameplay after exiting the application.
- Created a gameplay rewind mechanic leveraging the suspended state system, enabling tutorial sequences to roll back to prior game states.

**Flippfly, Remote** — *Game Programmer*
March 2021 - March 2024
Whisker Squadron: Survivor
- Created an array of over 30 randomized items & weapons with four tiers of upgrades, altering various in-game statistics and behaviors.
- Established a gameplay event system & game statistics system with callback functionality, enabling seamless interaction between different game systems.
- Implemented a dialog event system to enrich player experience through character responses to gameplay events and tutorial sequences.
- Developed a perk system featuring persistent upgrades purchasable with in-game currency earned during runs.
- Integrated Steam Achievements, dynamically unlocking based on gameplay events and statistics, including backend setup for tracking achievement progress.

**Lowe Bros. Studios, Remote** — *Game Programmer*
July 2016 - July 2020
Indie Pogo

- Launched a crossover platform fighting video game on Steam.
- Aided in a prosperous Kickstarter campaign, contributing to the game's development and community engagement.
- Collaborated closely with the Lead Designer to conceptualize and execute character designs and movesets, ensuring diverse gameplay experiences and balance across various character archetypes.
- Developed an AI framework and foundational fighting behavior, enriching single-player experiences with challenging computer-controlled opponents.
- Introduced engaging post-release game modes and in-game unlockable content, enhancing replayability and player progression within the game.

**Development Skills**
- Unity, C#, GameMaker Language, Javascript, Visual Studio, Git, SVN, Source Tree, GameMaker Studio, Notion, Linear, Jira