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Christopher Atkins

EXPERIENCE

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.
- Contributed to UI development for both gameplay and menu screens, collaborating closely with designers to ensure cohesive implementation.
- 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.

UMTRI, Ann Arbor MI — *Application Programmer Associate*

May 2012 – July 2016

- Scripted specific driving scenarios with JavaScript, which enabled researchers to measure the subject's behavior in easily controlled & repeatable situations.
- Created a library of Javascript functions for commonly used driving scenarios across research projects.
- Constructed driving environments with tile-based creation software, Sim Vista.
- Developed mark-less motion tracking and recording application using C# & Microsoft Kinect 2.0, that was used in driver & passenger motion capture research projects.

Development Skills

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

EDUCATION

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