Erik Christensen, M.S.
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EXPERIENCE

2012-present **Jackson National Life**   Nashville, TN
Software Engineer
- Created industry-leading tools for Jackson's financial representatives
- Built and maintained automated systems to parse large amounts of daily financial data

2007-2010   **Sony Online Entertainment**   Austin, TX
Software Engineer and Technical Designer
- Collaborated with a large team to develop the game *DC Universe Online*
- Key areas of responsibility included physics, combat and gameplay systems
- As Technical Designer, facilitated communication between design and implementation teams

2005   **Raskin Center for Humane Interfaces**   Chicago, IL
Software Engineer
- Developed smart phone interface prototype
- Focused on User Experience research and development

2004-2005   **Chewy Software**   Chicago, IL
Software Engineer
- Designed and implemented the plug-and-play TV game *Dreamlife*
- Low-level embedded system development

2001-2004   **United States Navy**   Various Locations
Nuclear Submarine Officer
- Directed operation of a nuclear power plant
- Organized and led over 100 tours and seminars for the public and media

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EDUCATION

2006-2007   **University of Illinois - Chicago**   Chicago, IL
M.S. - Mathematical Computer Science

1997-2001   **Kenyon College**   Gambier, OH
B.A. - Mathematics and Philosophy, summa cum laude

SKILLS

- Professional experience with C, C++, C#, Java, Python, SQL, Havok Physics, Unreal 3 Engine