

Christian Koski

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OBJECTIVE:

Seeking a full-time computer science position, preferably incorporating game or web design and development, using programming skills in C++, C#, JavaScript, Unity, and/or Unreal. Available Summer 2023.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

May 2023

Bachelor of Science, Game Design and Development, Minor in History

GPA: 4.0

Related Courses: Game Design and Algorithmic Problem Solving I & II (C#), Game Design and Development I & II (Tabletop Simulator, Unity), Data Structures and Algorithms for Games and Simulations I & II (C++), Level Design I & II (Unity, Unreal Engine 4), Game Modding Undergraduate Seminar (Papyrus, Creation Kit), Tabletop RPG Design (InDesign, Photoshop)

SKILLS:

Programming Languages: C++, Blueprint, C#, JavaScript, HTML5, Papyrus

Tools: Visual Studio, Unity, Unreal Engine 4, Git, P4V, Photoshop, Maya, PixiJS, Box2d, Oculus Quest 2, InDesign, Creation Kit

PROJECTS:

“Five Nights at Freddy’s 4 (2023)” (Independent Project)

October 2023

- A one-month solo coding challenge to remaster Five Nights at Freddy's 4 with Unreal Engine Blueprint.
- Worked with character rigging, AI controllers, dynamic lighting, sound mixing, 2D and 3D character movement, media players, and UI/UX design.

Changeling VR (Cooperative Education Project)

January 2023 - May 2023

- A VR narrative mystery game developed within a production studio setting for a semester-long co-op experience.
- Implemented and scripted several unique core gameplay and level design assets to enhance player experience, most notably within the Father’s Level.
- Used Unreal Engine Blueprints, spline animation, and procedural generation to spawn and track various dynamic components necessary to ensure proper functionality and replayability for the level and its dependables.

The Lonely Island (Academic Project)

August 2022 - December 2022

- Programmed a distributable Skyrim quest mod using Creation Kit in a team of five for a semester-long modding seminar.
- Features a new island and dungeon environment, NPC dialogue and scripting, custom player and weapons models, and multiple endings driven by player choice.
- Tasked with level design and asset implementation, responsible for researching the Creation Engine and Papyrus Scripting Language to iteratively progress successive prototypes with developing expertise.

Blood Eagle (Academic Project)

August 2022 - December 2022

- Designed and co-wrote a tabletop RPG for both digital and physical distribution using InDesign and DriveThruRPG.
- Worked as the Lead Playtester, tasked with implementing internal and external feedback and creating a balanced gameplay environment within provided guidelines.

WORK EXPERIENCE:

Changeling VR

January 2023 - May 2023

Gameplay Programmer, Level Designer, Technical Artist

Rochester, NY

- Responsible for identifying and building modular branches of discrete gameplay, and iterating upon previous development.
- Worked in a team environment with shifting priorities according to production guidelines and playtester feedback.
- Provided leadership and communication skills to work effectively with others within a scheduled timeframe.
- Presented assigned tasks through daily reports to management and fellow team members, organized with Agile development.

iD Tech

May 2022 - August 2022

Online Instructor

Ashtabula, OH

- Responsible for representing iD Tech’s engaging, skill-building, and inspirational educational experience in an online format.
- Entrusted with implementing a curriculum and tailoring instruction to the goals and interests of individual students.