CHRIS WEDIN

Game Developer & Software Engineer

CONTACT

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Chris Wedin

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PROJECTS

Card Engine

A library designed to provide tools to significantly ease the development of deck-builder type games. Current features include an entity component system model of card and various Unity editor tools for creating and modifying card types, data, and effects.

Custom Graphs

A library that provides an implementation of various types of graphs and graph theory algorithms. Current features include Dijkstra's shortest path algorithm and Tarjan's strongly connected components algorithm, and Khan's sorting algorithm

Math Library

A library for mathematical classes and functions to use across projects. Current features include Bernstein polynomials, Bezier curves, and calculating binomial coefficients

SKILLS

Team Driven Projects 4+ yrs

C# and OOP 2+ yrs

Unity 2+ yrs

EDUCATION

B. A. - Physics with a minor in English — **2015 - 2019**
Boston University - Boston, MA (USA)

Graduated with a **3.19** cumulative GPA

WORK EXPERIENCE

Barista Trainer — **Aug 2019 - May 2022**
Starbucks, Sommerville (MA)

- Trained new Baristas to help create a strong team while continuing to be available for ongoing troubleshooting
- Worked with my team to deliver on job responsibilities and store operations in a fast paced environment
- Voted Partner of the Quarter Fall 2021 by my team in recognition of my dedication and work ethic
- I recently left voluntarily to pursue the development of the projects listed on the left (among others) full time.

Research Intern — **Sep 2019 - Dec 2019**
Boston University, Boston (MA)

- Worked in an undergraduate lab rotating in small teams between multiple different experiments on a monthly basis
- Created robust documentation of progress to provide clear information to successors
- Gave both written and verbal reports of experimental results upon rotating projects

Research Intern — **Jan 2018 - Jun 2018**
CERN, Geneva (Switzerland)

- As an intern on an exploratory project at CERN as part of a Boston University, explored the use of existing collision simulation software to investigate the probabilities of particle interactions occurring at extremely high energy scales (10^{15} GeV)
- Identified 143 types of interactions to simulate data for, upon analysis was able to identify two categories that exhibited distinct behavior
- Gave monthly reports on the status of my project to the CMS team leader