

Christopher Barrett



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Software development student with an interdisciplinary background in writing & digital media. Brings a passion for innovative software and elegant code, a proven ability to work across teams in creative and technical settings, and strong communication skills.

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PROFESSIONAL EXPERIENCE

Sound Designer, Game Master

Cognition Escapes - Seattle Live Escape Games

Sep 2023 - June 2025

Seattle, WA

Responsible for producing, mixing, and selecting sound effects/music for interactive experiences. Day-to-day duties included greeting and interacting with guests, monitoring games, and providing timely hints.

Section Editor

Jeopardy Literary Magazine · Issue 59

Sep 2022 - Aug 2023

Bellingham, WA

Leadership position with duties including reading and editing submissions, hosting community outreach events, organizing student volunteers, writing and distributing promotional copy, and coordinating publicity.

Production Assistant

Sound.Out.Radio

Jan - June 2023

Bellingham, WA

Internship involving the operating e-station software (Radio.co), selecting and producing original material, managing audio and digital livestreams, and maintaining a consistent brand and artistic vision for the project.

EDUCATION

M.S. in Software Development

Victoria University of Wellington
Wellington, New Zealand · 2026

B.A. in English, Art History

Western Washington University
Bellingham, USA · 2023

SKILLS

Languages

- Python
- Java
- JavaScript
- C#
- PHP
- HTML, CSS

Technologies

- AWS
- MySQL
- SQLite
- Microsoft Office Suite
- Adobe Creative Suite

PROJECTS

Wellington Sculpture Map

github.com/cpbarrett9/WGTN-Sculptures

An interactive map of public sculptures in Wellington, NZ. Created for the Wellington Sculpture Trust.

Python JavaScript CSS HTML

wgtnstreetscans.pics

github.com/cpbarrett9/wgtnstreetscans.pics

A web image archive of found textures captured with a portable scanner around Wellington, NZ.

SQL JavaScript CSS PHP

Motivation Garden

github.com/cpbarrett9/motivation-garden

A game-ified productivity app that rewards completed tasks with items for a virtual garden.

Java Swing

Fish Game

github.com/cpbarrett9/fish-game

An arcade-style game where you eat smaller fish and avoid larger fish.

GDScript (Python) Godot Game Design