

# Christopher P. Ravosa

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**PORTFOLIO:** <https://www.chrisravosa.com/>

**GITHUB:** <https://github.com/crav12345>

## SUMMARY

Self-motivated developer with a master's degree seeking to obtain a meaningful role in software development. Willing to relocate to lend skills to an enthusiastic team.

## EDUCATION

MARIST COLLEGE	AUG 2020 – MAY 2022
M.S. Software Development	
MARIST COLLEGE	AUG 2017 – MAY 2021
B.S. Computer Science with a concentration in game design and programming and Games and Emerging Media with a concentration in technical development and programming Double Minor: Information Technology and Information Systems GPA: 3.827 / 4.000	

## EXPERIENCE

Design Intern (games, systems, UX) <i>Activision   Raven Software</i>	MAY 2021 – AUG 2021
<ul style="list-style-type: none"><li>Assisted in implementing design decisions on <i>Call of Duty: Vanguard</i> during its final months in development</li><li>Collaborated with a cross-disciplinary team to orchestrate the successful implementation of visual effects, audio, and animations</li><li>Computed collisions on a uniquely shaped character to allow for realistic gunplay in a single-player campaign sequence</li><li>Tracked and fixed bugs including logic errors, compilation errors, and runtime errors to ensure gameplay was free of mistakes</li><li>Utilized a proprietary software configuration management system to test and submit code to a larger project</li></ul>	
Design Intern <i>Activision   Sledgehammer Games</i>	JUN 2020 – AUG 2020
<ul style="list-style-type: none"><li>Worked with a AAA team on the single-player campaign of <i>Call of Duty: Vanguard</i></li><li>Troubleshoot runtime and logic errors using a custom scripting language to ensure single-player levels were free of bugs</li><li>Implemented early design choices by placing and editing entities using a custom game engine</li><li>Tested and reiterated on design choices regarding cover locations, enemy positions, stealth scenarios, and the flow of scripted encounters</li></ul>	
Technical Consultant (Contract) <i>Monsarrat Inc.</i>	OCT 2019 – JAN 2020
<ul style="list-style-type: none"><li>Authored clear and inspectable C# code to find safe, real-world locations for augmented reality gameplay based on predefined criteria</li><li>Wrote documentation to allow code to be maintained by other developers upon completion</li><li>Utilized Mapbox, Google for Unity, and Amazon Web Services to visualize real-world locations in the Unity game engine</li><li>Served as the principal communicator between the company's founder and third-party consultants</li></ul>	

PROFICIENCIES			ORGANIZATIONS	AWARDS
Java	C#	Python	Marist Game Developers Club – <i>Chairman</i>	Donald C. Dilly, Jr. Scholarship – Leadership Award x 2
JavaScript	C++	Kotlin	Autism Speaks University - <i>Vice President</i>	Marist College Deans List x 7
JUnit	Git	HTML5/CSS	Alpha Chi National Honor Society	NEATE Writing Contest for Students Winner
Unity	Postman	SQL	Kappa Sigma Fraternity – <i>President</i>	American Legion School Award
React Native	Node.js	Slack	Ars et Fides Firenze – <i>Tour Guide at Il Duomo</i>	