

Christopher James King

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Software Engineer with 6+ years of experience building and modernizing web platforms, including leadership on high-visibility beta initiatives and cross-team collaboration.

The Ohio State University, Columbus, OH, *BS in Computer Science and Engineering*, 2020

Specialization in Computer Graphics & Game Design, MMC Scholars, Pi Kappa Phi Fraternity

Vertafore, Denver, Colorado, January 2023 – Present, *Hybrid*

Software Engineer II - I assist with the maintenance and development of the QQ Catalyst AMS used by insurance agencies to manage their customers and their policies. As a full stack developer using primarily .NET / C# and JavaScript, I have worked on a variety of projects most notably brand new dashboard widgets as well as the redesigned bootstrap beta site.

Equality Lab, Miami, Florida, June 2020 – January 2023, *Remote*

Software Engineer / Project Lead - As a result of my success in the VR Animation Capstone at Ohio State, I was hired to lead Equality Lab's Web XR project. Using the open source platform, Mozilla Hubs, I developed custom environments for several clients including an interactive career simulator for Miami Dade County Schools, an AI career counselor for The Paris Unemployment Office, and a virtual space for Christians and Muslims to pray together for the US Institute of Peace in Pakistan.

Animation Capstone, Spring 2020

Eyes of Mariam - In this Unity based VR class, my classmates and I developed a narrative focused video game experience to accentuate Save The Children's work in Africa to educate children whose schooling had been impeded by violent militant groups.

Independent Development, Summer of 2020

Tanks 3D - While applying for jobs following graduation, I developed a Unity based multiplayer game which includes procedurally generated environments.

Primary Tools: AWS, C#, CSS, Git, HTML, JavaScript (ajax, jQuery, Node.js, React, Three.js), SQL, Unity, Unreal Engine, Visual Studio