

# 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

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**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.

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**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.

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