Henry Chronowski

Burlington, VT | http://www.linkedin.com/in/henry-chronowski
(601) 551-2554 | henry.chronowski@mymail.champlain.edu

SKILLS

Technical Skills: Experience in C, C#, C++, GLSL, Java, Python, and HTML, version control using Git, project management using Redmine, Scrum and Agile development, Unity development, Microsoft Office, and Google Suite. Knowledge of general data structures and algorithms as well as linear algebra. Certified ScrumMaster (CSM).

Soft Skills: Outstanding conflict management and resolution as well as both written and verbal communication; Effective time management skills; Works well in a high-pressure environment individually, as a member of a team, and in a leadership role.

EDUCATION

Champlain College - Burlington, VT   Class of May 2022
- Pursuing a Bachelor's – double major in Game Programming and Applied Mathematics
- Received Dean's list Fall 2018, Spring 2019
- Upholding a GPA of 3.88
- Treasurer of Champlain College eSports

WORK EXPERIENCE

Champ Support Help Desk - Burlington, VT   August 2018 - Present
Help Desk Technician
- Providing technical support for students, faculty, and employees
- Guiding callers through solutions over the phone or traveling to fix problems in person
- Managing tickets and ensuring that tasks are assigned to the appropriate departments

Emergent Media Center at Champlain College - Burlington, VT   August - December 2018
Technical Intern
- Contributed as a member of a team in order to complete projects according to deadlines
- Researched and utilized various topics in the field of emerging technology in order to present them to a team of coworkers
- Used project management software to organize and execute projects in order to communicate with coworkers

PROJECTS

Surgery, virtual reality experience   November-December 2018
Lead programmer and lead designer   Team Size: 3

- A semi-interactive virtual reality experience showcasing implicit gender bias from the user in the form of a narrated riddle
- Used Unity with the SteamVR plugin
- Utilized Trello and Agile methodology to manage the project

HotSwap, virtual reality game   October 2019
Gameplay programmer and sound designer, Scrum Master   Team Size: 10
- A sandbox VR game where the player is a teenager who must hide all of the illicit items in their room before their mother gets home
- Multi-day game jam project
- Used Unity with the SteamVR plugin
- Utilized Logic Pro X
- Acted as Scrum Master for half of the project