

Henry Chronowski

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SKILLS

Technical Skills: Certified ScrumMaster (CSM). Experience in C, C#, C++, and GLSL, version control using Git, subversion, and HG, project management using Redmine and Airtable, Agile development, Unity development, Microsoft Office, and Google Suite. Knowledge of data structures and algorithms, linear algebra, vector calculus, and statistical analysis.

Soft Skills: Experience leading a team in a variety of environments. Outstanding written and verbal communication skills as well as conflict management and resolution; 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 of Science in Game Programming
- Received Dean's list Fall 2018-Spring 2020
- Upholding a GPA of 3.88

WORK EXPERIENCE

Champ Support Help Desk - Burlington, VT

August 2018 - Present

Lab Technician (Tier 2-3 technical support)

- Working with the Infrastructure team to deploy and support Windows labs on campus
- Monitoring, troubleshooting, and deploying fixes for long-term issues
- Researching, constructing, and testing preventative fixes
- Creating and maintaining documentation of issues for Help Desk technicians

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

SpyDer, puzzle platformer

March-May 2020

Lead Programmer, sound designer

Team Size: 8

- A puzzle-platformer where the player utilizes a grappling hook to infiltrate an enemy base and steal documents
- Led programming team under the producer, managing day-to-day workflow
- Created and implemented sound management system in Unity
- Work was fully remote, utilizing Redmine and Airtable for project management

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
- Managed team as Scrum Master for duration of the project
- Utilized Trello for project management and documentation storage
- Multi-day game jam project
- Used Unity with the SteamVR plugin