

Christopher Salat

STE II | WINDOWS CORE APPLICATIONS

Personal Projects:

- + VR Artist | Virtual Reality Artist | YouTube
- ExistDigitalVR: <http://existdigitalvr.com>

Current Professional Work: Windows Core Applications

- + Complex Investigations for effective resolutions
- + Content and Functionality focus on current content
- + Application Analysis for Design Input
- + Analysis: Crashes, Call Stacks, Telemetry, Networking, Tracing;
- + OS Software/Hardware Management
- + AR/VR/MR

Completed Projects:

- + "Darksiders II" - THQ - Test Associate
- + "WWE '13" - THQ - Test Associate
- + Adventure Time "Card Wars" - Cartoon Network - Software Analyst
- + Guild Wars 2 "Season 2" - ArenaNet - Test Associate
- + Guild Wars 2 "PAX Wyvern Dragon" Demo - ArenaNet - Test Associate
- + Guild Wars 2 Expansion "Heart of Thorns" - ArenaNet - Test Associate
- + "Halo 5: Guardians" - 343 Industries - Networking Test Associate
- + "Gears of War 4" - The Coalition - Test Associate
- + "Young Conker" - Microsoft Studios - Test Associate Hololens
- + "ActionGram" - Microsoft Studios - Test Associate Hololens
- + "Story Remix" - Microsoft Studios - Test Engineer Windows

Contact

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graffiti.expert
Greater Seattle Area

Education

University of Advancing Technology

Bachelors, Game Design (Level Design & Environments), 3.8 GPA
2007 – 2011

- + 3D Level Design in Unreal Engine | Quake 4
- + 3D Modeling | World Assets | Game World Design & Terraforming
- + Game Documentation | Design | Balance
- + Game Weapon Focus | Damage Output Debug & Analysis
- + Audio Engineering | Foley Recording & Sound Implimentation

University of Advancing Technology

Bachelors, Network Security, 3.6 GPA
2008 – 2011

- + Intrusion Detection, Network Awareness
- + Malware Mechanics, Functionality and Remedy
- + Fraud Detection, Email Phishing
- + Port Scanning, Packet Analyzing

Experience

Software Test Engineer II Microsoft (Experis)

Jan 2017 – Present Redmond, WA

+ STE for Microsoft Windows Core Applications | Microsoft Studios;

- + Information Archiving | Tracking | Developer Communications;
- + BvT Authoring, Database Management, Database Tracking;
- + Build Tracking (App Builds and OS), Weekly Reporting to Engineer Team;
- + Analysis: Telemetry, Call Stacks, Network Tracing;
- + Complex Analysis Reporting | Design Input;
- + OS Software/Hardware Management;
- + Database Inquiries & Entries;
- + Hololens <3;
- + VR/MR;

Projects

"ExistDigitalVR" | YouTube Channel

May 2016 – Present

- + Utilize the HTC Vive to create Street Art Experiences in a Video format through Virtual Reality;
- + Innovate and Discover Street Art Palette within a 3D Sculpting Toolset;
- + Creator of the "Graffiti Experience";

! Project Type: Personal Art Project

ExistDigitalVR is the dedication of using digital mediums to create artistic experiences in Virtual Reality. The future is now.

https://www.youtube.com/channel/UC8e63_M1c3yISXTF6B68tA/featured

A>S>H>S "Audible Stellar Hypnotic Situations" | Auracle Studios

Jan 2006 – Present

- + Music Production & Audio Engineering;
- + Turntablist, Scratch Dj; Lead Vocals using Turntables;
- + Album Recorded @ 2006 Sugarhill Studios, Produced @ Auracle Studios;
- + Album can be purchased on various online stores; iTunes, Sony Connect; Zune; CD Baby;
- + Cover Art | Layout Design;

! Project Type: Music Production (Live), Turntablist, Post Production

! Project Type II: Custom Artwork, Album Layout

Press Links:

Houston Chronicle

<http://www.chron.com/entertainment/music/article/A-S-H-S-1873173.php>

All about Jazz

<http://www.allaboutjazz.com/audible-stellar-hypnotic-situations-ashes-self-produced-review-by-david-a-cobb.php>

Space City Rock

<http://www.spacecityrock.com/2008/02/01/ashes-audible-stellar-hypnotic-situations/>
https://www.youtube.com/watch?v=f8m6BswK6nI&index=2&list=PLUSRfoOcUe4Zsps_mQVc7e5aUw8Feklyd

https://www.youtube.com/watch?v=f8m6BswK6nI&index=2&list=PLUSRfoOcUe4Zsps_mQVc7e5aUw8Feklyd

Test Associate II Microsoft (Experis)

Apr 2015 – Dec 2016 Redmond, WA

+ HoloLens Experiences | Microsoft Studios; <3

- + Networking Test Associate for AAA Gaming | 343 Industries;
- + Test Associate for AAA Gaming & Microsoft Products | Microsoft Studios;
- + Information Archiving | Tracking | Developer Communications;
- + Complex issue Analysis & Reporting;
- + Database Inquiries & Entries;

Projects Include:

- + "Halo 5: Guardians" - 343 Industries - Networking Test Associate
- + "Gears of War 4" - The Coalition - Test Associate
- + "Young Conker" - Osobo Studios - Test Associate HoloLens
- + "ActionGram" - Microsoft Studios - Test Associate HoloLens

\$ Work Type: Contract Full Time

Quality Assurance Specialist ArenaNet (Mobius Industries, LLC)

Aug 2014 – Apr 2015 Kirkland, WA

- + Quality Assurance Specialist for AAA Gaming Expansions & Releases | PC
- + Information Archiving | Tracking | Developer Communication;
- + DevTrack Database Inquires | Entries;
- + Guild Wars 2;

\$ Work Type: Full Time

Software Analyst Digital Dream Forge QA

Sep 2013 – Dec 2013 Phoenix, Arizona Area

- + Quality Assurance for Gaming Titles | Android & Apple iOS;
- + Information Archiving | Tracking | Developer Communication;
- + JIRA Database Inquiries | Entries;
- + "Card Wars" Adventure Time | Cartoon Network;

\$ Work Type: Contract

Network Administrator University of Advancing Technology

Nov 2012 – Oct 2013 Tempe, Az

- + Active Directory Management | Exchange Management Console;
- + Information Handling for Faculty & Students on Campus;
- + Client Systems Assistance | Cisco Webex | Remote Desktop Assistance;
- + Perforce Source Control Pipeline Management Administrator;
- + Cisco VoIP | UCCX Cisco Call Manager | Cisco Unity;
- + Cisco Switches | Routers | Controllers;

\$ Work Type: Full Time

Quality Assurance THQ (ZeroChaos)

Feb 2012 – Nov 2012 Phoenix, Arizona Area

- + Quality Assurance for AAA Gaming Titles | Xbox360 | PS3;
- + Information Archiving | Tracking;
- + Devtrack Database Inquiries | Entries;

\$ Work Type: Contract Full Time

"Aerosol Warfare" Artists Collective

Jan 1994 – Present

- + Original Crew Member
- + Professional Art Curator | Artist | Designer
- + 20 Years Experience in the Arts

! Project Type: Production

/in/technocolor/project/145/contributors/
<http://www.aerosolwarfare.com/aerosol-warfare-history/>

"ActionGram" | Microsoft Studios

Oct 2015 – Dec 2016

- + Test Associate II for "ActionGram" Microsoft Hololens;
- + Active Debug Tools, Stress Testing and Investigations;
- + Database Tracking / Archiving / Reporting (Visual Studio);
- + Asset Processing, Rendering and Implementation for Application;
- + Test Pass/BVT Authoring for Test Scenarios;
- + Application Analysis for Design Input;
- + HoloLens OS and Software Management on device;

! Project Type: Contract Full Time

Actiongram delivers an eclectic mix of holograms that enables new forms of storytelling. Stage your own video creations by moving, resizing, rotating, and recording these holograms in your home, and then share those videos with your friends.

/in/technocolor/project/1993425113/contributors/
https://www.youtube.com/watch?v=_3Y7BXEbqcg

Lead Design | Game Design Internship

University of Advancing Technology

Jan 2010 – Apr 2011 Phoenix, Arizona

- + Internship for U.S. Government | "CyberHero" Game Project
- + Game Design | Level Design Concepts
- + Source Control | Systems Management | Project Presentation Specialist;
- + Graphic Design | Branding | Promotions | Presentations;
- + Project Resulted in funding for the "CyberCave" at The University of Advancing Technology;

\$ Work Type: Internship

Post Production Editor

Steve Moore Videographer / Digital Video Services

Mar 2002 – Dec 2006 Houston, TX

- + Non-Linear | Linear Video Editor;
- + DVD Authoring | Duplication | NTSC | PAL;
- + DVC Pro | DVCam HD Format | NTSC;
- + Graphic Design for Video Covers;
- + Tape Log | Records Archiving;
- + Event Videography;

\$ Work Type: Full Time

+Software & Hardware
 Canopus Pro Ultra
 Speed Razor NT
 Sony FXE 120 Switcher
 Panasonic DVC Pro AJ-D215 Camera

Visual Merchandiser Tower Records

Feb 2001 – Feb 2002 West Hollywood, CA

- + Album Art reproduction for Promotional Store Displays, Wall Boards;
- + Manage strict POP Deadlines | Scheduling;
- + Organized Celebrity In-Store Album Releases | Signings;

\$ Work Type: Full Time

+ In-Store Signing Projects Included:
 Ozzy Osbourne - Down to Earth
 Adema - Insomniac's Dream
 System of a Down - Toxicity
 AfroMan - The Good Times

"Young Conker" | Osobo Studios

Oct 2015 – Nov 2015

+ Test Associate II for "Young Conker"
Microsoft Hololens;
+ Active Debug Tools, Stress Testing and
Investigations;
+ Database Tracking / Archiving /
Reporting (Visual Studio);

! Project Type: Contract Full Time

Guide a playful, pint-sized hero through
your world in an ever-changing adventure
game that highlights the fun of playing in
mixed reality. Levels change and adapt to
your environment, so you can play the
same level in different rooms for a unique
experience every time.

/in/technocolor/project/1822556851/contributors/

[https://youtu.be/uQeOYi3Be5Y?](https://youtu.be/uQeOYi3Be5Y?list=PLZCHH_4VqpRjjNTKMyrV-hu3iyUvDgou8)
[list=PLZCHH_4VqpRjjNTKMyrV-](https://youtu.be/uQeOYi3Be5Y?list=PLZCHH_4VqpRjjNTKMyrV-hu3iyUvDgou8)
[hu3iyUvDgou8](https://youtu.be/uQeOYi3Be5Y?list=PLZCHH_4VqpRjjNTKMyrV-hu3iyUvDgou8)
Volunteering**Post Production Editor** Mitch Daniels Imagery

Mar 1998 – Dec 2000 Houston, TX

+ Non-Linear | Linear Video Editor;
+ Master Switcher | Camera Operator | Live Events;
+ Intensive Graphic Design for Video Covers | Brochures | Mailers;
+ DVC Pro | DVCam HD Format | NTSC;
+ Tape Log | Records Archiving;

\$ Work Type: Full Time

+Software & Hardware
Trinity NLE Broadcast System
Sony FXE 120 Switcher
Panasonic DVC Pro AJ-D215 Camera

+ Video Projects Included:
Texas Professional Photographers Association
Professional Photographers of America
Houston Livestock Show & Rodeo
Baylor College of Medicine
Texas Children's Hospital
Calpine Petroleum
The Alley Theatre
Rice University
Westin Hotels

Artist and/or Curator

Aerosol Warfare

(Abbreviated Show History)

2016 "Underground Artist" Showcase, HUE Mural Festival, Houston, TX

2007 "Also Known As" Winter Street Studios, Houston, TX

2005 "Yo, What Happened to Peace?"

Transport Gallery, Book LA, CA

2005 "Weapons Inspections 2" Motive 807, Austin, TX

2004 "The Monkey Show" Adfunture Gallery, Hong Kong

2004 "Weapon Inspections" McCaig-Welles Gallery, Brooklyn, NY

2003 "Disposable" El Dogg Gallery, Houston, TX

2003 "Fresh" Hip Hop Showcase, OneTen Studios, Houston, TX

2002 "Eye of the Beholder" OneTen Studios, Houston, TX

2002 "Freezer Burn" DubTex, Houston, TX

2002 "Photograff", Atomic Cafe, Houston TX

2001 "Orange/Purple" Respectrum Series, ASHS Warehouse, Houston, TX

2000 "Green/Blue" Respectrum Series, The Last Resort, Houston, TX

2000 "Red" Respectrum Series, Commerce Street Art Warehouse, Houston, TX

2000 "Erotic", Summer Street Studios, Houston, TX

2000 "Aerosol Apocalypse" Summer Street Studios, Houston TX

1999 "Contents Under Pressure" Wall Of Fame, Houston, TX

1998 "Jurassic Art" Still Diggin Records, Houston, TX

1994 "Generation X" Diverseworks, Houston, TX

1994 "Phase II" Summer Street Studios, Houston, TX

1993 "Bombs, Burners, Scribbles & Tags", REF Studios, Houston, TX

Skills

Video Games, Quality Assurance, Level Design, Computer Games, Video Editing, Multimedia, Graphic Design, Fine Art, Digital Photography, Post Production, Audio Engineering, Graffiti

