

CHRISTOPHER KOSSA

2 GRACE AVENUE CLIFTON, NJ 07011-2302

HOME (973) 365-0961 CELL (973) 931-3693

ABATTOIR@OPTONLINE.NET HTTP://WWW.ABATTOIR-SOFTWARE.COM

COMPUTER SKILLS AND APPLICATION

Programming: ActionScript 3, Flex, C/C++, C#, MySQL, PHP, Java SE & ME, Python, TorqueScript, UnrealScript
Development Software: Eclipse/FlashBuilder, Microsoft Visual Studio, Apple XCode, SVN, CVS, and Perforce
Video Editing: Adobe Premiere, AfterFX as well as Apple iMovie, iDVD, and Final Cut Pro
Graphic Design: Quark XPress, Adobe Creative Suite
Productivity Software: Microsoft Office, Oracle OpenOffice, and FileMaker's FileMaker Pro Advanced
3D Modeling: Knowledge with various programs, like Maya, Cinema4D, Lightwave, SoftImage, 3DStudioMax

WORK EXPERIENCE

Pearson Education Upper Saddle River, NJ
"Advanced Media Project Manager" September 2010 - Present

- Developed database Flex tools to streamline asset management
- Programmed interactive learning tools for various college level disciplines

Bloomfield College Bloomfield, NJ
"Adjunct Professor" January 2009 - Present

- Instructor for class designed to help student learn about software and practices used in the games industry
- Taught class about using ActionScript 3 for Flex, Flash and AIR for web and game development

Abattoir Software LLC Clifton, NJ
"Owner/Programmer" July 2008 - Present

- Contract programming, working remotely to assist other companies on game projects
- Modification of Flash GUIs to allow communication with other SWFs through Flex Builder
- Developed Flex projects which communicated with MySQL databases

Kenyon Hoag Associates Upper Saddle River, NJ
"Web Developer/Programmer" January 2009 - August 2010

- Programmed Flash game that would be loaded by company's Flash website
- Created Flash animations as well as Flex tools for client web sites
- Design new and modified existing clients website based around their corporate identities

THQ / Kaos Studios New York City, NY
"Programmer" October 2006 - April 2008

Frontlines: Fuel of War (Xbox360, PC)

- Maintained and developed daily/continuous builder of PC and Xbox 360 compiles of game
- Wrote Python scripts and C# tools to assist with installation and build processes
- Modified Unreal 3 Engine, adding Kismet to help with Bink video play back
- Incorporated changes from different Unreal QA builds into older code base

PMWorkshop Inc. Glen Rock, NJ
"Designer" June 2004 - January 2007

EDUCATION AND ACHIEVEMENTS

Member of the International Game Developer's Association (IGDA) since 2006
Gave presentations to the New Jersey Chapter of the IGDA
Received an IGDA Game Developer's Conference 2007 Scholarship

Bloomfield College Bloomfield, NJ
Degree: BA in Game Development - Programming Fall 2005 - Spring 2007

- Graduated Summa Cum Laude with GPA of 3.894
- Dean's List - Fall 2005 - Spring 2007
- Developed a playable demo of a 3D, multi-player game with TGE in three months for Capstone Project

Art Institute Online Pittsburgh, PA
Major: Video Game Art & Design Summer 2004 - Winter 2004

William Paterson University Wayne, NJ
Major: Fine Art / Graphic Design Fall 2003 - Spring 2004

Bergen Community College Paramus, NJ
Degree: AAS in Commercial Graphics / Computer Animation Fall 1998 - Spring 2000

- Curricular Award of Excellence in Computer Animation • 2000
- Entered two shorts into the ASIFA East animation festivals

REFERENCES

... available upon request...