

## CHRISTOPHER KOSSA

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### COMPUTER SKILLS AND APPLICATION

**Programming:** ActionScript 3, Flex, C/C++, C#, MySQL, 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

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### WORK EXPERIENCE

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

- 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

**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

**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

**DPM Mellon** Somerset, NJ  
"Systems Analyst" December 2004 - August 2005

**Hyperion Entertainment VOF** Belgium  
"Beta Tester / Developer" February 2003 - Present

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### 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

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### REFERENCES

... available upon request...