

CHRISTOPHER POLLATI
(FORMERLY 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...