

Christopher J. McCole

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Experience

Gossamer Games, Philadelphia PA

Gameplay & Systems Programmer September 2017 to present

- Lead Programming for over 5 projects across 5 platforms
- Lead Nintendo Switch, Xbox, and PlayStation 4/5 development
- Manage user accounts & save data for PC, Console & WebGL
- Run performance analysis and apply optimizations
- Pitch games at conventions, to consumers, & professionals
- Configure static IP through VPN on Linode Server
- Integrate PlayFab anonymous user accounts, and item coupons

Drexel University, Philadelphia PA

Research Programmer September 2020 to June 2023

- Led Programming on 3 client projects with strict timelines
- Pre-mapped data across multiple data sets using Python
- Pulled dynamic data down hosted from AWS and Google Drive
- Designed and implemented technical specifications with clients

Techfino, Philadelphia PA

Junior Technical Consultant April 2018 to September 2018

- Communicated with clients & coworkers to design solutions
- Integrated Constant Contact & HubSpot APIs
- Engaged regularly in code reviews
- Developed under memory & time complexity constraints of a Cloud based platform
- Created an API to integrate from company site into NetSuite

Drexel University, Philadelphia PA

Computer Science Teaching Assistant April 2017 to June 2018

- Taught programming, logic, & data structure concepts
- Graded papers, programs & quizzes
- Communicated & managed expectations for students
- Administered, proctored, & graded labs, midterms, & finals

Education

- BS in Computer Science 2020
- Mathematics Minor 2020

Programming Languages

- C#
- C / C++
- Python
- Bash Scripts
- Batch Scripts
- Java
- JavaScript
- Node.js

Skills

- Unity Game Engine
- Unreal Game Engine (UE4 / UE5)
- SCM (Git / Plastic)
- Command Line (Windows / Unix)
- Open Street Map (OSM)
- PlayFab
- Google Maps/Street View API
- Cg Shaders (Unity)
- NetSuite
- Technical QA
- Artificial Intelligence (AI)
- Search Engine Optimization (SEO)
- Blender
- Adobe Photoshop
- Game Development
- Communication
- Self-motivated
- Strong work ethic

Activities / Honors

- Games For Change "Best Student Game" - 2020 (Resilience)
- IGF Finalist for "Best Student Game" - 2019 (Sole)
- Outstanding Computer Science Teaching Assistant - 2019
- For more: chrismccole.com