KRISTOPHER KATH

EXPERIENCE

Girls Make Games (GMG), San Jose, CA / Virtual   JULY – AUG. 2019 / JULY – AUG. 2021
Camp Counselor
- Maintained and collaborated with others to manage a game development camp
- Directed and instructed a team of 6 girls the intricacies of designing and developing 2D games in Unity / Construct3 for three weeks
- Assisted campers in having their own games come to fruition by the end of camp
- Equipped camp attendees with the necessary knowledge and experience to continue developing games outside of a learning environment

Games for Love (GFL), Lynnwood, WA   DEC. 2019 – SEP. 2020
"Battle for the Kingdom"
Unity C#, Programmer
Real-Time, Top-Down Strategy game where you fight for control of the enemy Castle!
- Collaborated with a varying team size of 5 – 8 individuals as the sole programmer
- Implemented an overhaul to the pre-existing AI system, combat system, unit spawn probabilities, and multiple bug fixes to old code in project
- Game currently published on Steam as early access

PROJECTS

"Team Defensive", Solo Project   April. 2022
Unreal C++, Programmer
Online Coop FPS game where you play with a team to fend of waves of enemies!
- Developed simple and complex AI systems using C++ and Unreal Behavior Trees respectively
- Made use of Unreal Engines RPC systems and properly replicated necessary code to enable stable networked playability
- Implemented powerups, powerup spawners, enemy wave mechanics, dynamic implementable weapons system, and more

"Tank Busters", Solo Project   Feb. – Mar. 2022
Unity C#, Programmer
Online Competitive RTS game where you build your military base to destroy your
- Used Mirror to replicate systems and functionality over a network
- Made use of the FizzySteamworks Transport to allow for networked play on Steam
- Implemented building placement, building types, unit types, resource generation, game lobby, and team structure.

"2D Game Engine", Solo Project   OCT. – NOV. 2020
Native C++, Programmer
2D game engine built in native C++ using SDL, GLM, SOL2 and Lua.
- Created a 2D game engine following the Entity-Component architecture for purpose of understanding how game engines operate
- Used SOL2 to link C++ code to Lua for loading game assets, entities, and components

EDUCATION

California State University, Long Beach (CSULB)
Graduated with Bachelor of Science in Computer Science   Fall 2021

PERSONAL INFORMATION

Email:

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Website:

kriskath.github.io

Github:

https://github.com/kriskath

LinkedIn:

www.linkedin.com/in/kristopher-kath/

TECHNICAL SKILLS

Languages:

C++, C, C#, Java

Programs:

Visual Studios, Unreal Engine 4,

Unity, Trello, Slack,

Airtable, Eclipse

Source Control

SOFT SKILLS

Organizational Leadership,

Project Management,

Communication, Teamwork,

Teaching, Mentoring,

Scrum/Agile Methodology