CHRISTOPHER POLLATI (FORMERLY KOSSA)   www.abattoir-sofware.com

Howell, NJ 07731-2869   **973.931.3693**
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Game and Application Development | Workflow Performance Improvement

Programmer specializing in digital and traditional art, skilled in developing games and applications to increase efficiency and enhance learning. Thrives on understanding how things work, optimizing processes, and educating others. Experienced with diverse programming languages, development environments, and software tools. Adept at solving challenges and delivering innovative solutions.

SKILLS

Programming:	PHP, Javascript, C#, Java, ActionScript 3, Python, and C/C++
Development Software:	*Visual Studio Code*, *Visual Studio*, *Xcode*, *Eclipse*, *IntelliJ*/*Android Studio*, Git, *GitHub*, *GitLab*, *Trello*, *Slack*, and *Jira*
Other Software:	*Ubuntu* Linux, *Figma*, Adobe *Creative Cloud*, *Google Workspace*, Microsoft *Office*, and Document Foundation's *LibreOffice*

WORK EXPERIENCE

KILLER SNAILS, Brooklyn, NY   **Sep 2017 – Present**
Director of Software Development

BioDive (Android/iOS/WebGL), WaterWays (Android/iOS/WebGL)

U.S. Patent 11763691, *"Method and learning system platform for extended reality digital hybrid education"*, Sep 2023
Develop educational games and tools for evaluating their efficacy.
- Produced XR experiences using Unity that target Google Cardboard on iOS and Android.
- Developed systems connecting XR & websites to allow real-time monitoring of student learning.
- Integrated third-party APIs for classroom management systems.

ABATTOIR SOFTWARE LLC, Howell, NJ   **Jul 2008 – Present**
Owner / Programmer
BlankWords (Android)
Remote contract programming and consulting services.
- Modified Flash UIs, allowing communication with other SWFs.
- Developed PHP scripts connecting Flex interfaces to MySQL databases.
- Created cross-platform applications using Flex for web, desktop, and mobile.

BLOOMFIELD COLLEGE, Bloomfield, NJ   **Jan 2009 – May 2022**
Adjunct Professor
Taught game programming courses including Unity, XNA/C# and to ActionScript 3 for Flex, Flash and AIR to adapt to current languages and tools.
- Led Unity classes from beginner to advanced levels, covering AI and gameplay mechanics.
- Guided students in group projects simulating real-world game development workflows.
- Provided insight into industry-standard software and practices.

PROPELLER COMMUNICATIONS, Summit, NJ   **Jun 2016 – Sep 2017**
Senior Front End Developer
Managed front-end web development and iOS applications for clients.
- Prototyped VR walkthroughs using Unity for Samsung GearVR and Google Cardboard.
- Maintained programming projects across varied technologies.
- Enhanced web-based games with Phaser.io.

PEARSON, Hoboken, NJ   **Sep 2010 – Feb 2016**
Digital Developer
Designed and maintained web applications and content production tools.
- Streamlined multimedia asset management with MySQL-integrated desktop apps.
- Simplified video re-encoding and caption embedding with custom tools.
- Automated static web page generation using spreadsheets and PHP scripts.

KENYON HOAG ASSOCIATES, Upper Saddle River, NJ   **Oct 2009 – Aug 2010**
Web Developer / Programmer
Bioreactor Defender (Web)
Front end web development and animation focused on advertising for the pharma industry
- Developed Flash game demonstrating company's knowledge of the industry.
- Created tools for client websites tying their inventory and product catalogue.
- Designed client websites based around corporate identities.

THQ / KAOS STUDIOS, New York City, NY   **Oct 2006 – Apr 2008**
Programmer
Frontlines: Fuel of War (Xbox360, PC)
Developed tool to help developers the PC / Xbox 360 executables and game modifications.
- Wrote tools allowing installation and build processes to be more efficient.
- Modified Unreal 3 Engine's Kismet to be used to control Bink video playback.
- Merged updates from newer Unreal builds into older code base.

PROFESSIONAL MEMBERSHIPS AND RECOGNITIONS
– Member of the International Game Developers Association (IGDA) since 2006
– Presenter, New Jersey Chapter of the IGDA
– IGDA Game Developers Conference 2007 Scholarship recipient

EDUCATION AND ACHIEVEMENTS
– **Bachelor of Arts (BA)**, Game Development – Programming, Bloomfield College, Bloomfield, NJ, summa cum laude, GPA: 3.894
  - Dean's List
  - Developed a playable demo of a 3D, multiplayer game with Torque Game Engine in three months for Capstone Project
– **Associate of Applied Science (AAS)**, Commercial Graphics / Computer Animation, Bergen Community College, Paramus, NJ
  - Curricular Award of Excellence in Computer Animation