

Christopher Chippero

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Website: www.ChrisChippero.com

Skills:

Languages - C++, C#, GLSL, Java, SQL, PHP, Actionscript, Haxe
Development Tools – CS6, DirectX 11, Flash Develop, OpenGL, Unity, Visual Studio 2010-13

Experience:

Associate Software Engineer – Vicarious Visions (Skylanders: Superchargers) 6/16/2014-Present

- Worked closely with designers to design and develop level and game mechanics for both skylanders and vehicles
- Ensured reliable function of the game on multiple game consoles including (PS4, WiiU, Xbox One, Xbox 360)
- Helped manage the build and debug and resolve conflicts that arose during development
- Worked with C++, C#, and visual scripting to create new content and fix bugs

Internships:

Software Engineer – Maxwell Systems 6/28/13 – 8/10/13

- Designed, built and implemented interface elements in an existing system to improve user experience, work productivity and system efficiency
- optimized database usage and fixed compatibility issues

Gameplay Programmer – Workinman 4/3/13 – 6/20/13

- Worked in teams with artists and programmers to design and build web based games for clients
- Focused on gameplay, physics, interface, and user experience design

Lead AI Programmer – Rochester Institute of Technology co-op (StoreWorld) 3/12/12 – 11/20/12

- A game designed to teach entry level business students introductory concepts.
- Worked with professors and students from the College of Business to design and build the artificial intelligence systems of StoreWorld

Selected Projects:

Circuits

- A physics based puzzle game designed and built entirely from scratch by for the Windows Phone using C#. Circuits was published on 7/16/2013 and is available on the Windows Phone market for Windows Phone 7 and 8.

Other Eyes

- An interactive story programed in C# built in a 48 hour game jam and won “Best in Show” (Team of 4)
- My contributions included: Project management, writing, voice acting, level design, and game physics.

Clicker

- A graphics and lighting demo game programed in C++ using DirectX 11 (Team of 4)
- Contributions included : Project management, writing a camera and input management, collision detection, shader and lighting systems, and several shaders used in game.

FPS (Funny Physics Simulator)

- A 3D physics simulation experience written in C++ using OpenGL for rendering. (Team of 2)
- Contributions included: OpenGL camera and input managers, Spatial Partitioning, 3D collision detection, 3D linear and rotational physics.

Education:

Rochester Institute of Technology, Rochester, NY
Major: (BS) Game Design & Development May 2014
Minors: Computer Science, Psychology
GPA: 3.86

Dean's List 2011 – Present
Honors program
RIT Presidential Scholarship

Achievements/ Affiliations:

RIT Resident Advisor (December 2011 – May 2014)
Microsoft's Imagine cup Jam(2013) at RIT (Winner)
Microsoft's Window 8 Imagine cup Jam(2012) at RIT (Winner)
Microsoft's Winter XNA(2011) games at RIT (Runner up)
RIT Varsity Track & Field Team
2nd Degree Black Belt, 8 years of Tae Kwon Do
Boy Scouts Troup 1039: (Eagle Scout 2009)
Senior Patrol Leader 2007 – 2009