

Christian A. Chomiak

GAME DEVELOPER · GAMEPLAY PROGRAMMER

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Age: 27 · Nationality: Italian

Personal Statement

I consider myself as a person who always tries to mark the difference; not because I must but because I can. Over the last 4 years, I've worked as an independent developer, polishing my skills and working for a while in small, mobile projects as a professional developer. I possess the theoretical knowledge, understand the stakes involved in the industry and have the necessary technical skills to take any challenge that might come up.

I am available and willing to work worldwide (although with preference for Europe).

Skills

Programming	C#, C/C++, Java
Tools	Unity, Visual Studio, Git, Unreal Engine, SDL, GameMaker, Adobe Photoshop
Methodologies	Scrum
Languages	English (Advanced; IELTS 7.5), Spanish (Native), Italian (Basic)

Education

M.Sc. in Computer Game Engineering

Newcastle upon Tyne, UK

NEWCASTLE UNIVERSITY

Sep. 2015 - Exp. Dec. 2016

- *Expected mark:* First-Class
- *Course highlight:* Advanced **Programming, Graphics and Game Technologies**; Engineering Gaming **Solutions within a Team**; **Entrepreneurial and Enterprise Skills**; **Research Methods** for Gaming Innovations
- Worked in a **multi-cultural team project**
- Used **C++**, **Visual Studio** and several third-party libraries (e.g. SDL, Bullet) as tools
- Fast-prototyped a game using **Unreal Engine**

B.Sc. in Computer Engineering

Caracas, Venezuela

SIMON BOLIVAR UNIVERSITY

Sep. 2005 - Jul. 2014

- *Final mark:* 70%
- *Specialisations:* Artificial Intelligence and **AI for Videogames**; **Computer Graphics**; Computer Networks; Augmented Reality; Introduction to Robotics

NHS Certificate

Caracas, Venezuela

NHS 2010

- Network Hardware Specialist intensive course, over 900 hours long, focused on basic italian, technical english, computer network basics and Cisco's CCNA, CCNP, CCDA certifications

Experience

Game Developer

Caracas, Venezuela

FREELANCE

Jan. 2015 - Aug. 2015

- Participant in an **overseas team project**
- **Mobile game**, made using **Unity**
- My duties included **gameplay** and **UI** development

Project Engineer & Game Programmer

Caracas, Venezuela

SYNERGY-GB / BYTEFISH GAMES

Oct. 2013 - Dec. 2014

- **Internship:** **Android game** with **push notification** capabilities, made with **Unity**
- Later, developed **Ringed!**, a **casual game for Android, iOS & BlackBerry 10** using **Unity**
- My duties included the integration of **social and in-app purchase** third-party services, construction of several levels and **lead programmer in its final phase**
- More information on *Ringed!* available at: <http://ringed.bytefishgames.com/presskit>

Extracurricular Activity

Writer @ Bonus Disc

HTTP://BONUSDISC.COM

Dec. 2013 - PRESENT

- Blog focused mainly in game programming and game design.

UI teacher assistant

SIMON BOLIVAR UNIVERSITY

Caracas, Venezuela

2012 - 2013

- Guidance and evaluation of the Human-Computer Interaction course.

IT assistant

LATIN AMERICAN PETROLEUM

Caracas, Venezuela

Feb. 2007- Dec. 2009

- Technological equipment maintenance and user support.

Presentations

The Art of Illusion: AI tricks for Game Development

Caracas, Venezuela

SPEAKER @ JOINCIC 2015

Jun. 2015

- A glimpse into several techniques, algorithms and tricks available to game developers
- Available at <http://www.slideshare.net/christianchomiak/the-art-of-illusion>

Introduction to Game Design

Caracas, Venezuela

SPEAKER @ INSTITUTO UNIVERSITARIO DE TECNOLOGÍA DEL OESTE "MARISCAL SUCRE"

May 2015

- Revised and expanded the content of *The Language of Videogames*, an overview of the foundations and practices related to the design of games, directed at university students.
- Available at <http://www.slideshare.net/christianchomiak/introduction-to-game-design>

Profitable Game Development in Venezuela

Caracas, Venezuela

SPEAKER @ JOINCIC 2014

Jun. 2014

- An exploration of several ways to monetize game development industry in Venezuela, from a developer's point of view.

The Language of Videogames

Caracas, Venezuela

SPEAKER @ SIMON BOLIVAR UNIVERSITY

Feb. 2014

- Introduction to Game Design: its importance, impact during and after development, and the best practices. Directed at university students.

I Develop Videogames

Caracas, Venezuela

SPEAKER @ SIMON BOLIVAR UNIVERSITY

Feb. 2013

- Integral introduction to game development: main profiles of the industry, an overview of the different branches of development, common roadblocks and differences between the academy and the industry.
- Available at <http://www.slideshare.net/christianchomiak/i-develop-videogames>

Referees

Dr. Gary Ushaw

Newcastle University

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Dr. William Blewitt

Newcastle University

WILLIAM.BLEWITT@NCL.AC.UK

Dr. Adelaide Bianchini

Simon Bolivar University

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