

# Christian A. Chomiak

GAME DEVELOPER · SOFTWARE PROGRAMMER

Paris, France

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Italian

## Summary

I consider myself a person who always tries to mark the difference; not because I must but because I can. Over the past years, I've worked both as an independent and AAA 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.

## Skills

**Programming** C/C++, C#, Python, Java

**Tools** Visual Studio, Unreal Engine, Unity, Perforce, Git, SDL, GameMaker

**Languages** English (Advanced; IELTS 7.5), Spanish (Native), Italian (Basic)

## Experience

### Gameplay Programmer

Paris, France

DAREWISE ENTERTAINMENT

Feb. 2019 - Current

- Project: **Project-C**, a persistent open-world online **multiplayer game**, currently in Pre-Alpha
- Platform: **PC**
- Focused mainly in developing **gameplay** systems and supporting the Design and Animation teams
- Worked using **C++**, **Visual Studio** and **Unreal Engine**

### Junior Gameplay & AI Programmer

Edinburgh, UK

ROCKSTAR NORTH

Jul. 2016 - Jan. 2019

- Project: **Red Dead Redemption 2**
- Platforms: **PlayStation 4** and **Xbox One**
- Collaborated in a **multi-cultural team project** that spawned over 5 studios worldwide
- Focused mainly in **gameplay**, starting in the **locomotion** team and later shifting towards the **weapons** team
- Worked using **C++**, **Visual Studio** and the **RAGE engine**

### Project Engineer & Game Programmer

Caracas, Venezuela

SYNERGY-GB / BYTEFISH GAMES

Oct. 2013 - Dec. 2014

- Internship: **Android game** with **push notifications** capabilities, made with **Unity**
- Full-time developer: **Mobile game** for **Android**, **iOS** & **Blackberry 10**, using **Unity**

## Education

### M.Sc. in Computer Game Engineering

Newcastle upon Tyne, UK

NEWCASTLE UNIVERSITY

Sep. 2015 - Aug. 2016

- Final grading: **First-Class (Distinction)**
- Course highlights: **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
- My duties included **engine** and **gameplay** programming
- Target platforms: **PC** (Windows) and **PlayStation 4**
- Also used **Unreal Engine** to prototype a similar project

### B.Sc. in Computer Engineering

Caracas, Venezuela

SIMON BOLIVAR UNIVERSITY

Sep. 2005 - Jul. 2014

- Final mark: 70%
- Specialisations: **Computer Graphics**; Artificial Intelligence and **AI for Videogames**; 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