

# Christian A. Chomiak

GAME DEVELOPER · GAMEPLAY PROGRAMMER

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Age: 30 · Nationality: Italian

*“Who we are is but a stepping stone to what we can become.”*

## Personal Statement

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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

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

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

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

## Experience

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### Junior Gameplay & AI Programmer

Edinburgh, UK

ROCKSTAR NORTH

Jul. 2016 - Present

- Project: **Red Dead Redemption 2**
- 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++** and **Visual Studio**
- Target platforms: **PlayStation 4** and **Xbox One**

### 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 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**

## Education

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### 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 the creation of several modules of the **engine** and **gameplay**
- 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