

Christopher King

Programmer

Surrey, British Columbia

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TECHNICAL SKILLS

Programming

- Languages: C#, C++, VB, Java, AS2, AS3
- Web: HTML, PHP, JS, CSS, XML
- Databases: MySQL, MSSQL
- Source Control: GIT, SVN, Perforce, Unity Asset Server

Software

- Game Engines: Unity 4/5, UE3/4, Phaser, CreateJS, Flash
- IDEs: VS, Eclipse, Netbeans, Dreamweaver, Cloud9
- Art Tools: Photoshop, Illustrator, Maya, 3DS Max, Mudbox, Illustrator, Lightroom, xNormal
- Other: Soundbooth, Office Suite

RELEVANT EXPERIENCE

Commissioned Programming Vancouver, BC

Self Employed 2009 – Present

- Utilized PHP, Vanilla JS, HTML, CSS, MySQL and AS2/3 to create websites and online applications.
- Worked with artists/designers to develop games/game prototypes, employing the use of various game engines and libraries.
- Built and maintained end to end encrypted, scalable MySQL/MSSQL databases for a variety of uses. Developed backup and recovery plans based on the impacts of potential data losses and managed backup servers in the case of outages.
- Used C# .NET and Java (android SDK) in order to create automated bots and productivity tools such as web crawlers and mobile logistics tools.

Freelance IT Vancouver, BC

Self Employed 2010 – 2012

- Provided software and hardware consulting. Made personalized recommendations based on each individual company's budgets and needs.
- Performed diagnostic tasks on malfunctioning computers and provided the most cost effective solutions to fix them on a case to case basis.
- Built and upgraded computers; Installed software suites and verified computers were performing correctly.

STUDENT PROJECTS

Atrophy Vancouver, BC

Programmer / Designer 2014

- Atrophy is a fast paced 3D platformer in which the player must run from a tar-like monster as it desolates the world around them.
- Worked closely with our artists and level designer to ensure the gameplay mechanics would adequately fit the level and character designs. Constantly reworked mechanics to ensure a coherent experience from start to finish.
- Created custom Unity Editor tools to expedite the team's workflows. Some of these tools included: a heatmap system to display certain player behaviours, an in editor display for our railed camera system and a vertex painting tool.

Milk Ma'am Moo Vancouver, BC

Programmer 2014

- Milk Ma'am Moo is a 2D procedurally generated digging game in which the player is tasked with digging to the center of the moon and destroying it.
- Milk Ma'am Moo was originally a flash game fully developed by a team separate from myself. After it's completion, I ported the game from flash to Unity in order to fix several performance issues caused by flash. This also helped to make the game more easily customized for tuning using the unity inspector.

EDUCATION

Vancouver Film School Vancouver, BC

Diploma in Game Design

- VFS 25th Anniversary Scholarship recipient
- 85% average

Surrey Connect Surrey, BC

Highschool Diploma

- 90%+ average
- Received more than 20 awards for various achievements