

# Charlie Kowalski

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## Skills

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- C#/C++/HLSL/OpenGL
- Unity & Unreal Engine
- Technical Documentation
- Agile & Scrum Development
- Artificial Intelligence
- Team Management

## Professional Experience

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**Achromatic - Champlain College** **August 2021 - May 2022** **Burlington, VT**

Lead Programmer - Raccoon Platoon

- Responsible for leading and overseeing the technical development team, comprised of three senior programmers and four senior designers
- Presented gameplay updates, discussed programmatic changes with professional studios and the Champlain community
- Overseeing weekly technical meetings and delegating tasks as they adhere to our developmental vision
- Implemented AI that perceives player's actions in order to make complex decisions to amplify stress in the atmosphere, achieved by using state machines and behavior trees
- Rendered Unity cameras to surfaces using matrix projection, creating portals to enhance the gameplay experience
- Compiled work from other team members, integrating all gameplay elements into a finalized product

**HTTP://:K1LL-C0DE// - Champlain College** **January - May 2021** **Burlington, VT**

Programmer - Team Hoola

- Assisted with the team's operational duties, presenting updates & changes to the Champlain community in according to weekly Scrum cycles
- Contributed to gameplay documentation, integrating new ideas and technical developments into existing team structure
- Established a universal controller system where players can connect any controller to play the game
- Implemented a button remapping system, allowing players to customize their gameplay experience through individualized button bindings
- Designed and implemented a system that reads text files to retain player's customized controls in case of disconnect or swapping of controller

## Personal Project

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**Ballast - Champlain College Creator Jam** **January - May 2021** **Burlington, VT**

Lead Programmer

- Fostered a welcoming and inclusive team dynamic while working closely for a 48-hour period, culminating in the release of a game demo
- Designed and implemented basic gameplay structure, allowing player agency through movement and interaction with their environment
- Created a system that sensed the intensity of light on a player, in turn revealing their position and changing gameplay
- Planned level design in collaboration with the team's designer, executing written plans into physical game space

## Education

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**Champlain College**  
*Bachelors of Science, Game Programming*

**Burlington, VT**  
**May 2022**