

# Christopher Hipkins

## *Fullstack Developer*

### WORK EXPERIENCE

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SUMMER 2016

Hypostatic Studios  
*Software Engineer*

Involved in the conception, development and testing of multiple major features for the studio's current project, *8128: A Perfect Year*. The two largest included implementing player controls for an endless runner section of the game and creating the user interface for the battle system.

Learn more at: [aperfectyeargame.com](http://aperfectyeargame.com)

SUMMER 2014 & 2015

Wilmington Country Club  
*Grounds Crew*

### PERSONAL PROJECTS

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CURRENT

Javascript, WebGL  
*Audio Visualizer Web Application*

Using WebGL and HTML's audio node to create a way to experience music visually. The main goals of this project are to abstract away much of WebGL's repetitive code to make it quick and easy to allow the user to control their experience from a simple interface.

2015-2016

C++, OpenGL  
*Multithreaded Game Engine*

A learning experience in low-level programming and managing multiple threads. The engine runs 4 different threads for handling: input; physics; rendering; and the main engine component.

2016

C#, Unity3d  
*Networked Space FPS*

This group project created a networked, zero-gravity first person shooter. My role was the creation of the weapons which required testing the players' local instances by sending information for the network to track the players and testing from there.

2014-2015

C#, MonoGame  
*Collision Detection Library*

Created a library for the MonoGame API that allows for quick set-up of custom colliders for 2D game-objects and efficiently handles checking for and resolving collisions for these game-objects.

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### EDUCATION

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**Rochester Institute of Technology**

GAME DESIGN AND DEVELOPMENT (BS)

EXPECTED GRADUATION – 2018

Current GPA : 3.51

### SOFTWARE DEVELOPEMENT SKILLS

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LANGUAGES C++, C#, Java, Javascript,  
HTML & CSS, Node.js, PHP,  
Angular2, Dart, OpenGL,  
DirectX 11, WebGL, git,  
LaTex

SOFTWARE Visual Studios, Atom,  
Photoshop, Source Tree,  
Maya, Unity 3D, Unreal  
Engine 4

### SCHOLARSHIPS AND AWARDS

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RIT Presidential Scholarship

RIT Dean's List

### ORGANIZATIONS

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Computer Science House

National Honor Society