

Christopher 'Lutz' KELLEN

EDUCATION

- 2013-2017 Bachelor's in COMPUTER SCIENCE: GAME DESIGN AND DEVELOPMENT, **UW-Stout**
GPA: 3.5/4.0
- 2012-2013 Credits towards an Associate's in COMPUTER SCIENCE, **Inver Hills Community College**
GPA: 3.5/4.0

WORK EXPERIENCE

- CURRENT** | Programmer for BARONY, Open Source Release
- AUGUST 2017** | Worked on an open source release of the 3D commercial game *Barony*. Self-compiled all required libraries and the game itself natively on Windows. Debugged and solved various bugs by forking and submitting pull requests. Adhered to good code design and the style guide provided. Worked with community to debug and add features.
- SPRING 2017** | Programmer/Designer INDEPENDENT STUDY in Real-Time Game Development with WebSockets UW-Stout, WI
Self-taught Programmer
Created a real-time massively multiplayer game using Node.js and socket.io playable in any web browser. Most recent updates can be found at <https://github.com/crkellen/bands>. The game is online at: 144.13.22.62:2000. Will be hosted at buildnshoot.io.
- MAY 2017** | Programmer OLDCASTLE BUILDING ENVELOPE Wausau, WI
OCT 2015 | *Shopview Programmer*
Programmed in Visual Basic .NET and SQL to handle large amounts of data for factory jobs. Worked on tasks assigned by supervisor while working off-site with no set schedule. Completed a multitude of tasks with varying deadlines.
- SPRING 2016** | Client/Producer for YOU MUST MATH! Educational Game, UW-Stout, WI
Designer and Manager
Designed game mechanics and vision from scratch. Organized and led development group to complete the product on time. Performed feedback collection from various target audiences. Won "Best Advanced 2D Game SGX 2016" as voted by audience.
- FALL 2015** | Programmer for STORM DEFENSE, for the 2016 SCIENCE OLYMPIAD UW-Stout, WI
Used Google App Engine with JavaScript to make a web-based high-score system. Designed and programmed from scratch all elements with a team of 5 others. Managed and organized three artists and two programmers. Released product on time and to the specifications of the client.
- SPRING 2017** | Programmer for LUDUM DARE 38 GAME JAM
Worked with one artist to create a game in 72 hours using Unity. Released a playable game by maximizing limited time. Drafted ideas before implementation to ensure a finished product. The game can be found at <https://ldjam.com/events/ludum-dare/38/little-sprout-garden>.

TECHNOLOGY SKILLS

- Basic Knowledge: JAVA, CSS, PHP, PYTHON
Intermediate Knowledge: C/C++, UNITY, C#, SQL
Advanced Knowledge: JAVASCRIPT, HTML5, NODE.JS, SOCKET.IO

EXTRACURRICULAR ACTIVITIES

- SEPT. 2013 - MAY. 2017 Member, UW-STOUT IGDA CHAPTER, Menomonie, WI