

Christopher 'Lutz' KELLEN

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SUMMARY

- Passionate and hardworking game developer with multiple programming skills.
- Logical thinker talented at visualizing complex problems and concepts.
- Passionate about both proper design and optimal implementation.
- Strong desire to learn and adapt through research and hands-on experience.
- Hardworking and methodical in any task.

EDUCATION

2013-2017 Bachelor's in COMPUTER SCIENCE, from **University of Wisconsin Stout**
MAJOR: Game Design and Development GPA: 3.5/4.0

WORK EXPERIENCE

Open Source Developer for BARONY AUGUST 2017 - CURRENT

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.

Programmer/Designer for INDEPENDENT STUDY UW-Stout, WI SPRING 2017

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.

Programmer for OLD CASTLE Wausau, WI OCTOBER 2015 - MAY 2017

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 largely focused on the "Rework" system.

Programmer for LUDUM DARE 38 GAME JAM APRIL 2017

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. A link to the game can be found at <http://lutzkellen.com/games/sprouts.html>

Client/Producer for YOU MUST MATH UW-Stout, WI SPRING 2016

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.

Programmer for STORM DEFENSE UW-Stout, WI FALL 2015

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.

TECHNOLOGY SKILLS

C/C++, JAVASCRIPT, HTML5, NODE.JS, SOCKET.IO, UNITY, C#, SQL, CSS, PYTHON

INTERESTS AND HOBBIES

VIDEO GAMES, PROGRAMMING LANGUAGES, ROGUELIKES AND PROCEDURAL GENERATION, NETWORK PROGRAMMING, DND, OPEN SOURCE DEVELOPMENT, OBJECT-ORIENTED DESIGNS