

Christopher Matthew Schulte

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SUMMARY

Motivated year early computer science graduate with three years professional experience and a passion for creative development, currently working as a game designer in the slot machine space. Willing to relocate and eager to learn new development methods in a collaborative setting. Personal projects are available to play at missingstitch.com.

EDUCATION

Washington University in St. Louis School of Engineering and Applied Science

St. Louis, MO

Bachelor of Science

August 2011– May 2014

- Major: Computer Science, Minor: Mathematics

Cumulative GPA: 3.58/4.0

Relevant Coursework:

Rapid Prototype Developing and Creative Programming
Object-Oriented Software Development Laboratory
Software Engineering Workshop (iOS)
Elementary to Intermediate Statistics and Data Analysis
Modeling of Interconnected Computer Systems
Multi-Agent Systems
Video Game Programming

Machine Learning
Computer Graphics
Translation of Computer Languages
Introduction to Artificial Intelligence
Algorithms and Data Structures
Matrix Algebra
Practices in Art + Architecture + Design

Honors:

- Washington University in St. Louis James W. Fitzgibbon Scholar in Architecture
- National Merit Scholar
- Cum Laude Society Member
- Dean's List (Spring 2012, Spring 2013, Fall 2013)

SKILLS

- Code: Python (4 years), C++ (4 years), Java (3 years), JavaScript (2 years), Ruby (1 year), C# (0.5 years)
- Version Control: SVN (3 years), Perforce (1.5 years), Git (1.5 years)
- Database: PostgreSQL (1.5 years), MySQL (0.5 years)
- Foreign Language: Proficient in French, familiar with Japanese

EXPERIENCE

International Game Technology (IGT)

Reno, NV

Game Designer II

June 2016 – Present

- Design the math models and features that power video slot machines using Python and C++ simulations
- Tailor the game flow for multiple projects concurrently, rapidly revising based on market data and feedback

PurpleWall.com

Kirkland, WA

Software Engineer

December 2014 – May 2016

- Built an online interior design service from inception to launch as one half of the engineering team
- Maintained and refined a Heroku hosted Ruby, HTML, JavaScript, and CSS code base

Vicarious Visions

Menands, NY

Associate Software Engineer - Three Month Contract

June 2014 – September 2014

- Proposed and integrated new characters and structures into the mobile title *Skylanders: Lost Islands*
- Thrived in a C# code base and an agile one week development cycle that responded to players' requests

Game Developers Conference

San Francisco, CA

Conference Associate

2013, 2014, 2016

- Assisted attendees and speakers by providing solutions to their problems

Washington University Game Developers Society Officer

St. Louis, MO

Events Manager

2012 – 2013

- Managed all space and equipment for club activities that I helped arrange like game jams and tournaments

Washington University in St. Louis Computer Science and Engineering Department

St. Louis, MO

Object-Oriented Software Development Laboratory Teaching Assistant

Fall 2013

Logic and Discrete Mathematics Teaching Assistant

Spring 2013

Computer Science I Teaching Assistant

Fall 2012

- Aided students with comprehension of C++ and Java course material in open office hours

French Student Exchange

Versailles, France

Versailles Exchange Student

August 2010

Japan Student Exchange

Shiga, Japan

Kusatsu Exchange Student

June 2010

Michigan State University Great Lakes Shiga Exchange Student

June 2008