

Christopher 'Lutz' KELLEN

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SUMMARY

- Passionate and hardworking developer with strong problem solving skills.
- Logical thinker talented at visualizing solutions for complex problems and concepts.
- Passionate about both proper design and optimal implementation.
- Strong desire to learn and adapt through research and hands-on experience.
- Efficient 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

TECHNICAL SKILLS

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

PROFESSIONAL EXPERIENCE

Open Source Developer for TURNING WHEEL Indiana AUGUST 2017 - CURRENT

Barony is an open source video game, originally released in 2016. Barony is a product of the indie game company, Turning Wheel. Volunteered personal time to contribute to the development of the 3D commercial video game Barony. 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. Designed and implemented both the server and client-side code alone. Most recent updates can be found at <https://github.com/crkellen/bands>. A link to the game can be found at <http://lutzkellen.com/games/bands.html>.

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

Oldcastle is a leading supplier of products specific to closing the building envelope in North America. 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. Implemented AI state machine logic to create a framework of complex interactions. 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

You Must Math is an educational game in which players must practice their basic mental math skills. 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" at the UW-Stout Game Launch 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.

INTERESTS AND HOBBIES

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