Christopher Monteferrante
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SUMMARY / CAREER OBJECTIVE

I am a professional game designer, developer, and team leader working on a mobile Augmented Reality RPG for children in hospitals.

TECHNICAL SKILLS

Languages: Skilled in C#, C++, C, Python, TypeScript & JavaScript; Experience with Java
Operating Systems: MacOS, Windows, and Linux
Applications / Other: Unity3D (with Vuforia AR & Photon Networking), Blender, AWS (EC2 + S3), HTML5, Angular, Flask, CSS, Illustrator, Photoshop, MS Office & MS Visual Studio

PROFESSIONAL EXPERIENCE

SpellBound AR — Head of Technology — *August 2019 to present*
- Led a multidisciplinary team in developing *ARISE*, an AR mobile game for kids in hospitals.
- Helped build a digital strategy, brought the game to market, and onboarded 5 hospital clients.
- Worked with medical researchers to design testing & analytics systems for game research.
- Conducted interviews, hired, taught, and managed 2 technical interns, 2 UX interns, and 1 artist.
- Built a Hololens app to Augment medical mannequins and show medical conditions in AR.
- Redesigned thousands of lines worth of deprecated systems, and used assetbundles and AWS S3 hosting to optimize and fix an old, slow app prone to crashing.

Home Depot – Full-stack Web Development Intern - *May 2019 to August 2019*
- I created a secure web-portal for managing api permission data.

BAE Systems – Computer Science Intern - *June 2018 to August 2018*

Ocean Beach Lifeguard – Ocean City Beach Patrol, Ocean City, MD – *Summers 2014 to 2018*

EDUCATION

University of Michigan, Ann Arbor - September 2016 to December 2019
- **Major:** Computer Science (School of Engineering) **GPA:** 3.62/4.0

GAMES, PROJECTS, & ENTREPRENEURIAL VENTURES

Crush'd Dating Website — Social Experiment — *December 2019 to June 2020*
- Worked with a friend to build an anonymous messaging & dating website. Acquired ~1600 users.

(AR)t Spaces – Augmented Reality, Collaborative Drawing App – *January 2019 to May 2019*
- Built using Unity3D & Vuforia, allows anyone to draw AR graffiti in a shared environment.

Demolition Island – 4-player, 3D Driving capture-the-flag game – *August 2018 to December 2018*

LEADERSHIP

Social Events Coordinator – Sigma Chi Fraternity – *April 2017 to June 2018*
Eagle Scout — Boy Scouts of America — *Earned October 2015*

RECOGNITION

- **University of Michigan's Dean's List –** Awarded for 6 semesters
- **University Honors –** Awarded for 3 semesters