

# Christopher Barakian

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## Objectives

- Work towards a Full Time Associate Level Engineering Position at a Video Game Developer

## Work Experience

- Disney Interactive** - Graduate Games Software Engineer Intern June 2014 - Present
- At Disney Interactive I worked on Disney Infinity 2.0 as a part of the games Online Services team
  - I worked on both Java based REST services for the game and on the game client directly in a multi-platform C++ based Game Engine

- Industrial Toys** – Engineering Intern Summer 2013
- Worked in the Unreal Development Kit on the game Midnightstar for the iPad and iPhone
  - Designed a menu system for displaying and navigating through in game items as a swipe-able menu

- Art+Science Labs** - Developer 2011-2013
- Developed application and games for the iOS platform
  - Worked on iPhone and iPad applications using Unity 3D, UDK, and Xcode

## Shipped Projects:

- Disney Infinity 2.0**, Graduate Game Software Engineer Intern June 2014 - Present
- **Platform:** Multi Platform **Language:** Java, C++, Objective C
  - Disney Infinity 2.0 is a Multi-Platform, Video Game that lets you play as your favorite Disney and Marvel Characters and create your own custom levels and worlds to play in.
  - I worked on a Java based REST service for tacking currently active game sessions across all Platforms. I also worked directly on the game client for the iOS version and implemented our system for downloading the games assets and content.

## Education

**M.S Computer Science (Game Development) GPA 3.83** May 2014  
University of Southern California

**B.S. Computer Science GPA 3.10** December 2011  
University of California Los Angeles

## Related Coursework:

Algorithms Design	Artificial Intelligence	Data Structures	Software Engineering
Computer Graphics	Computer Animation	Game Engines	Compilers

## Skills

**Applications:** Visual Studio, Xcode, Unity 3D, UDK, Unreal Engine 4, Eclipse, SVN, GIT, Perforce

**Languages:** C/C++/C#, Java, Java Script, Python, Lisp, and Visual Basic

**Libraries:** DirectX, OpenGL, Nvidia PhysX, Nvidia Apex, Qualcomm Vuforia, Vertx IO

**Platforms:** Windows, Linux, iOS, Android

## Academic Project Experience

- Bloom**, Lead Networking Engineer Fall 2013 - Spring 2014
- **Platform:** PC,iOS,Android**Language:** Unity C#
  - Bloom is an Action Platforming game built in Unity 3D targeted for the PC, iOS, and Android as a part of the USC Final Games class
  - I worked as the leader of our Networking team as well as implemented our games Dead Reckoning System and Network Management System

- Prime Engine Platformer**, Team Member Fall 2013
- **Platform:** Xbox 360 & iPad **Language:** C++
  - Developed a Cooperative cross platform game for the Xbox 360 and iPad in the Prime Engine
  - Implemented various system for our games Box Collision, iPad controls and object picking, Networking events, Xbox player automated camera system.