

Charlie Volpe

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EXPERIENCE

Psyop Media, Los Angeles — *Engineer / VR Developer*

OCT 2015 - PRESENT

- Began as a tools programmer, making an internal application.
- Programmed the Game of Ur board game and Kismet's AI.
- Gameplay programming for Kismet and various internal apps.
- Built Kismet on PC, Oculus, VIVE, PS VR, GearVR & Daydream.
- Sole programmer for proprietary game engine based in Unity 3D.

Freelance, San Francisco — *Production Engineer & UX / Frontend Consultant*

FEB 2014 - OCT 2015

- Worked with Tall Chair for final projects and tool updates.
- Frontend development and UX consulting for client websites.
- Exploratory projects in UX Design, including a puzzle game and card game.
- Worked with Psyop to further develop The Active Reader.

Tall Chair, San Francisco — *Production Engineer*

JAN 2012 - JAN 2014

- Started as a technical artist debugging the logic in The Active Reader tool's Visual Programming Language (VPL).
- Implemented new programming techniques in the VPL (state machines, complex UI systems, etc).
- Progressed to the engineering team to improve the tool.
- Redesigned the tool's Unity frontend and implemented it.

EDUCATION

The Art Institute of California, San Francisco — *Bachelor's of Science Game Art & Design*

SEP 2007 - DEC 2011

General Assembly, San Francisco — *UX Design Course*

SEP 2013 - DEC 2013

HONOR & AWARDS

Best Portfolio — *Winner of Best Portfolio in Game Art & Design*

PROJECTS

Kismet - VR Fortune Teller
Gameplay Engineering
AI Programming
Multi-platform Development

The Active Reader -
Interactive Story Tool (Unity)
Tools Programming
Platform Development

Interactive Comics -
Disney, Fisher-Price & More
Tools Programming
Gameplay Programming
Design & Implementation
Platform Development

PROGRAMMING LANGUAGES

C#
C++
HTML / CSS / JS

ENGINES & PLATFORMS

Unity 3D
Unreal Engine 4
PC
Android / iOS
PS4 / PS VR
Oculus / VIVE
GearVR / Daydream

FAVORITE GAMES

Super Metroid
Monster Hunter World
Uncharted 2: Among Thieves
Super Smash Bros. Melee
Magic the Gathering