

# CHRISTOPHER COVINGTON

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In 2016, I graduated at the Art Institutes of Los Angeles with a Bachelor of Science and majoring in Game Programming. I thoroughly enjoy taking on whatever is put in front of me, allowing my skills to grow and become multifaceted.

## EXPERIENCE

JUNE 2021 – PRESENT ( 2026 )

### **SONY PLAYSTATION, SENIOR UI PROGRAMMER / SOFTWARE ENGINEER**

- Expand & maintain UI for Player Editor System & RTTS
- Expand & maintain UI tool side support to grow along designer needs
- Assist in regular patches & fixing retail bugs across consoles

JULY 2018 – NOVEMBER 2020

### **2K GAMES, ASSOCIATE SOFTWARE ENGINEER**

- Streamlined code optimization and bug fixing by writing script to automatically execute programs, deploy and build testing tools
- Responsible for revamping entire game systems, mass data migration, and tools support
- Expand & maintain Particle System and Wrestler Entrance Editor of WWE 2K19/WWE 2K20
- Expand & maintain UI tool side support of WWE 2K22

SEPTEMBER 2017 – JULY 2018

### **MASS MEDIA, JR. GAMEPLAY ENGINEER**

- Built and shipped Carnival Games for the Nintendo Switch as contracted by 2K games
- Rectified a multitude of game design flaws having a direct bearing on gameplay
- Assured quality of games and achieving high set standards for Mass Media while fully building out several minigames

JANUARY 2017 – SEPTEMBER 2017

### **ILIVEVR, VR APPLICATIONS ENGINEER**

- Prepared, created and executed applications for the VIVE and integrated custom user analytics database
- Identifying the different bugs by following the company's processes and presented solutions to increase efficiency of the development pipeline
- Tester for VIVE and other VR applications as well as their respective wearable headsets

## EDUCATION

DECEMBER 2016

## **BACHELOR OF SCIENCE, ART INSTITUTE OF LOS ANGELES**

Major in Game Programming, 3.8 GPA.

**MAY 2012**

## **HIGH SCHOOL DIPLOMA, BEAUMONT HIGH SCHOOL**

Graduated with a 3.5 GPA.

## **SKILLS**

- **Languages:** C++, C#, (Nvidia) CG
- **Libraries/API:** OpenGL, DX9, SDL2, .NET, Qt5, GLEW, GLFW, GLM, SOIL
- **Engines:** Unity (including mobile development), MLB Engine (Sony proprietary game engine), Yukes (Selective 2K proprietary game engine)
- **IDEs:** Microsoft Visual Studio, Lc-3, Qt Creator, Mono Develop
- **Group Tools:** Perforce, JIRA, Git, BitBucket, Unity Collaborate, Asana, Scrum, Agile
- **Miscellaneous:** Data Structures, AI, Surface Shaders, Networking, AWS, Unit Testing, Gameplay Programming, Project Management, Tools Support

## **PERSONAL PROJECTS**

- Created a 3D Object Loader, wrote in C++ utilizing OpenGL with standard forward scene lighting
- VR shooter simulator – wave based horde combat (can be found on webpage – [christopherjcovington.com](http://christopherjcovington.com))