

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)