

# Evan Schipellite

10 Church Road, Newton, MA 02458  
774-283-3272 | [eschipellite@gmail.com](mailto:eschipellite@gmail.com)  
<http://eschipellite.com/>

## EXPERIENCE

Northern Light Productions, Allston, MA June 2017 – Present

### Interactive Developer

- Program UX and UI elements for interactive and exhibit experiences
- Research and prototype applications demonstrating up-and-coming technologies
- Assist with RFP process, Q&A, and programming estimations for potential projects
- Build backlog tasks and coordinate development schedule with project managers

Boston Productions Inc., Norwood, MA Sept 2015 – March 2017

### Interactive Developer

- Applied Agile Development to prototype and iterate upon creative ideas
- Built client / server network systems for multi-screen interactives
- Handled exhibit-server requests and parsed user data retrievals
- Designed simple and responsive UI features for touch-screen devices

Emergent Media Center, Burlington, VT May 2014 – May 2015

### Lead / Advanced Programmer

- Prototyped game mechanics and built shared resources in ActionScript
- Engaged in brainstorming meetings to incorporate testing feedback
- Provided maintenance for projects developed within ActionScript, Unity, and Java

Emergent Media Center, Burlington, VT Sept 2011 – April 2013

### Lab Technical Manager / Interactive Designer

- Digitalized data of work logs, checkout agreements
- Monitored loaning and operation of equipment
- Brainstormed improvements and technology for studio environment

## SKILLS

**Programming Languages:** C++, C#, C, ActionScript 3.0, Java, Python

**Computer Tools:** Unity3D, Microsoft Visual Studio, Flash, Adobe Creative Suite, Git, Jenkins

**Development Skills:** Gameplay / Systems Programming, Online Networking, Game AI, 2D / 3D Graphics, Backlog / Task Organization, QA Management

## EDUCATION

**Champlain College**, Burlington, VT

May 2015

Bachelor of Science in Game Programming

GPA: 3.91 (of 4.0)

**Relevant Coursework:** Networking for Online Games, Game AI, Advanced Seminar in Game Programming, Game Architecture, Game Physics, Operating Systems, Game Graphics I / II, Linux Programming, 3D Math and Vectors, Senior Capstone / Production, Game Production I / II, Introductory / Intermediate Creative Writing

## AWARDS

Game Programming Outstanding Senior Award	2015
Emergent Media Center, Innovative Solutions Award	2015
Best Student Team Application, Vermont Hackathon	2014
Champlain College Excellence in Game Programming Award	2013