

## Henry Chronowski

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### SKILLS

**Technical Skills:** Certified ScrumMaster (CSM). Experience in C, C++ (including Unreal), Vulkan API, GLSL, HLSL, OpenGL, and C#. Networked Unreal and Unity development in addition to proprietary engines; Version control using Git, Perforce, Subversion, and HG, project management using several tools. Knowledge of data structures and algorithms, linear algebra, vector calculus, and statistical analysis.

**Soft Skills:** Experience leading a team in a variety of environments. Outstanding written and verbal communication skills as well as conflict management and resolution; Effective time management; Works well in a high-pressure environment individually, as a member of a team, and in a leadership role.

### EDUCATION

**Champlain College** - Burlington, VT

Class of May 2022

- Pursuing a Bachelor of Science in Game Programming
- Received Dean's list Fall 2018-Spring 2020
- Upholding a GPA of 3.7

### WORK EXPERIENCE

**Earthbreak Games** - Burlington, VT

April 2021 - Present

*Founder, Director, and Tech Lead*

- Along with two other primary members founded the studio in April 2021
- Managing a peak of 4 direct reports as Director and 5 as Tech Lead
- Managing direction and day to day operation of programming department, both for game and auxiliary projects
- Managing selection and on-boarding of new personnel
- Primary technical responsibilities included low-level systems in C++ to Blueprints used by others

**Champ Support Help Desk** - Burlington, VT

August 2018 - Present

*Lab Technician (Tier 2-3 technical support)*

- Working with the Infrastructure team to deploy and support Windows labs on campus using
- Monitoring, troubleshooting, and deploying fixes for long-term issues
- Researching, constructing, and testing preventative fixes
- Creating and maintaining documentation

### PROJECTS

**Unga Bunga**, 3D Brawler

August-December 2021

*Lead Programmer*

Team Size: 8

- A free-flowing 3D brawler with a focus on improvisation, built in Unreal Engine 4
- Developed both discipline specific and interdisciplinary pipelines
- Built a 3rd-person orthographic camera and custom rendering pipeline
- Developed a combo-based multi-weapon combat system utilizing animation montages
- Assisted other programmers with Unreal learning process

**ModBots**, Action Rogue-like

April-September 2021

*Director, Tech Lead*

Team Size: 16

- A multiplayer action rogue-like where players cooperatively fight waves of enemies in a generated arena, getting better weapons and equipment as rewards
- Led studio throughout development and into publishing on Steam (pending)
- Built in Unreal Engine 4 using the Advanced Sessions Plugin
- Primary technical responsibilities included the arena state saving and generation system as well as asset integration pipelines