

Henry Chronowski

hrchronowski@gmail.com

linkedin.com/in/henry-chronowski/

henrychronowski.com

EDUCATION

Bachelor of Science, Game Programming

Champlain College, May 2022, GPA 3.70

PROFESSIONAL EXPERIENCE

Amazon Luna - Remote

August 2022 – December 2022

Linux/OpenGL Developer (Contract, SDE)

- Member of the Luna team investigating and resolving graphics performance issues to achieve equivalent performance across Windows and Linux instances
- Working on a variety of architectures and technologies including DirectX, Vulkan, DXVK, and OpenGL
- Leveraging tools such as RenderDoc, NVIDIA Nsight, and GPUView to accurately track and debug graphics performance
- Developing, testing, and deploying patches for Wine/Proton with the goal of contributing upstream

Earthbreak Games - Burlington, VT

April 2021 – August 2022

Founder, Director, and Tech Lead

- Founded the studio in April 2021 along with two other primary members
- Managed a peak of 5 direct reports as Director and 7 as Tech Lead, with peak studio size of 21 people
- Lead direction and daily operation of programming department, both for game and auxiliary projects
- Coordinated selection and on-boarding of new personnel
- Primary technical responsibilities included C++ architecture and standard creation for code and Blueprints

SKILLS

Certified ScrumMaster (CSM). Primary experience in C, GLSL, and HLSL working with Vulkan and OpenGL, experienced with C++, Metal, and C#. Familiar with networked development in major and proprietary engines developing for Windows, Linux, and macOS; Version control using Git, Perforce, Subversion, and HG; project management using several tools including Jira and Redmine. Thorough knowledge of data structures and algorithms, linear algebra, vector calculus, and statistical analysis. Experienced with conflict management and resolution, as well as leadership of small to mid-size teams. Familiar with work in a high-pressure environment with internal and external stakeholders. Highly familiar with scope management.

PROJECTS

Planetary Planter - Odd Gryphon Entertainment

December 2021 – June 2022

Graphics Programmer, Implementation Engineer, Director - Publishing (Earthbreak Games)

- An open-world farming game where, instead of farming normal plants, you grow celestial bodies and explore an alien world
- Joined during development post-greenlight
- Primary responsibilities included architecture of rendering framework, shader authoring, and asset implementation
- Worked as director of and liaison to Earthbreak Games in order to bring to publishing on Steam

ModBots - Earthbreak Games

April 2021 - December 2021

Director, Tech Lead

- 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
- 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