Charles Kupets

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Education

University of Chicago, Chicago, IL   Class of 2018

- GPA 3.73/4.00
- BS Computer Science, BA Economics
- Classes Include: Algorithms, Networks, Graphics, Architecture, Databases, Security, Machine Learning

New Trier High School, Winnetka, IL   Class of 2014

- GPA 3.99/4.0 unweighted, 5.31/5.33 weighted
- SAT 2400/2400, ACT 36/36, PSAT 240/240

Experience

Software Engineer at Gunslinger Studios, Chicago, IL   July 2018-May 2019

- Developed and launched beta of live-service multiplayer RPG for iOS as a member of a small team
- Engineered systems for Loot, Ranking, Tier Unlocks, Matchmaking, and Exploration Content with webapp2 python back-end using Google Cloud Platform, App Engine, and Datastore
- Optimized dev-ops by automating generation of 18 test-entities and adding 104 deployment tests
- As Interim Lead Developer from Jan to May 2019, collaborated to rescope the project for early release and implemented the revised design for a limited beta test to 100 testers
- Created custom C++ classes in UE4 to communicate with server and expose data to front end and implemented corresponding UI and gameplay elements or packaged data for use of UI Engineer
- Used Firebase to build in-game chat, send real-time data to client, and track retention and funnels

Software Development Intern at Blackstair Group, Oak Brook, IL   December 2017

- Created script to scan filesystem and send files above a given age to AWS remote storage while maintaining relational database of file locations using ODBC
- Learned basics of algorithmic trading, futures markets

Game Design Intern at Industrial Toys, Pasadena, CA   June 2016-September 2016

- Identified, reproduced, and fixed bugs and performance issues in Unreal Engine 4 for Android and iOS
- Designed, implemented, and tested new gameplay features in separate build
- Created server-side player data analysis tools using Google charts API and python
- Created real-time gear showcase tool used for trailer footage
- Learned how to synchronize engineering, design, and art teams in a small studio of 18 developers

Leadership

Founder and President, UChicago Game Design   Spring 2015-Spring 2018

- Founded student organization to create a centralized game design community on campus
- Oversaw and contributed to long-term, small-team projects of about three dozen total developers
- Conducted biweekly game design discussions led by myself and club members
- Hosted and moderated question and answer sessions with industry professionals

Production Manager, The Attic, UChicago   November 2015-January 2017

- Recorded, edited, and distributed all podcast content: interviews, narrations, and drama

Skills and Interests

- Experienced in C, C++, Python, Java, JavaScript, SQL, HTML & CSS, Unreal Engine, Unity, VR
- Running (High School XC Captain), Backpacking (2014 NOLS Trip), Video Games
- Film and Television; took Sight and Sound: Filmmaking and Writing for the Screen at NYU Tisch in 2017

Please go to the site listed at the top for links to my projects and a more thorough breakdown of my classes.