

Christopher K. Maire

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QUALIFICATIONS

Professional game engineer with 15 years industry experience working on a wide range of projects including PC, console, mobile, virtual reality, automated testing, websites, and internal tools.

Experience using industry standard tools: Unreal Engine C++ & Blueprint, Unity 3D, Perforce, Wwise, git, Blender, Photoshop, Ink/Inkle Writer

EXPERIENCE

ENGINEERING MANAGER, SKYMAP GAMES Remote

Apr 2022 - Present

SENIOR ENGINEER, SKYMAP GAMES Remote

Nov 2021 - Apr 2022

- Unreal 5 engineering work, including gameplay, multiplayer, porting, and optimization; projects include *Pacific Drive*, *Spellbreak*, and several unannounced titles.
- Unity gameplay, narrative tools engineering, and technical design on *Jett: The Far Shore*.
- Engineering support on *Knockout City*, working with proprietary scripting language, C++, SQL.
- Managed engineering team, handled client communication, reviewed code, conducted interviews.

OWNER, FUN GHOST'S HAUNTED FUN FACTORY LLC, Cambridge, MA

Nov 2014 - Present

- Contract engineering in Unity/UE4 including gameplay, UI, optimization, tools, technical design
- In-house titles released on Steam, iOS, and Android and experimental projects like the @GreetingsRobot photobooth, Boston Indies Talk Show virtual talk show set, and Turbo Helix, a game played via bluetooth-enabled fidget spinner.

TECH LEAD, FINAL FINAL PRODUCTIONS Remote

July 2018 - April 2020

- Technical lead on an unannounced Unity project.

ENGINEER, OTHERSIDE ENTERTAINMENT Concord, MA

July 2016 - July 2018

- Lead engineer on *Underworld Overlord*, Google Daydream VR launch title. Worked with Google to hit performance targets, led a small team, and wrote Wwise audio, UI, and gameplay code.
- Engineer on *Underworld Ascendant*. Worked in Unity on tools, progression systems, optimization, first person locomotion/traversal, cinematics, and UI.

QUALITY ASSURANCE ENGINEER, GAME SHOW NETWORK GAMES Boston, MA

Dec 2015 - July 2016

QUALITY ASSURANCE TOOLS ENGINEER, TURBINE, INC Needham, MA

Feb 2012 - Oct 2014

- Developed automation and productivity tools in C# .NET, Java Spring, MS SQL, and Node.JS.

QUALITY ASSURANCE ASSOCIATE, TURBINE, INC Westwood, MA

Sep 2010 - Feb 2012

EDUCATION

Skidmore College, Saratoga Springs, NY - B.A in Computer Science

Class of 2010