

CHRIS CALBERT

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Gameplay programmer making fun mechanics and polished player experiences.

EDUCATION

Georgia State University | GPA: 3.8 | B.S. in Game Development & B.S. in Computer Science

RELEVANT PROJECTS

Spotlight Showdown

Gameplay UI/Programmer | January 2026 - Present | Unity + C# | Team Size: 15

- Awards: Global Game Jam 'Best Overall' & 'Best in Georgia' 2026 | Momocon 'Best Technical' 2026
- Collaborated with UI artists to implement fluid, functional UI to enhance game feel and clarity.
- Programmed multiplayer systems and integrated multi-controller compatibility.

Hog Heist

Gameplay/UI Programmer | March 2025 - July 2025 | Unity + C# | Team Size: 8

- Awards: GCPL Game Jam 'Best Overall' & 'Best Audio' 2025
- Designed the UI for the main mechanic, built game menus, and shipped the game on Steam.
- Implemented the player tutorial to deliver critical gameplay information seamlessly.

OTHER EXPERIENCE

PantherDev Game Development Club

Team Lead, Head Programmer | February 2024 - May 2026 | Unity + C#

- Produced and led 5 distinct game projects from conception to completion
- Authored comprehensive design documents detailing gameplay mechanics, art, and audio direction.
- Scheduled weekly meetings, managed member tasks, and allocated development resources.
- Established and enforced Git source control workflows
- Delivered stable project builds for 3-week sprint milestones

Kajal Magal Studios

Technical Lead | May 2025 - June 2026 | Unreal Engine + Blender

- Managed lighting, VFX, post-processing, and rendering in UE5 and Blender for stylistic consistency.
- Modeled assets in Autodesk Maya and managed team source control via GitHub and Diversion.

Universal Phoenix Group LLC

Game Programming Intern | June 2024 - August 2024 | Unity + C#

- Developed fluid gameplay mechanics and integrated UI/UX alongside a creative team.
- Conducted competitor market research on successful game UIs to inform client requirements.

RELEVANT SKILLS

Languages: C#, Blueprints, HTML, CSS, JavaScript, Java, C

Engines: Unity, Unreal Engine 5, Godot, Blender

Software: GitHub, Diversion, Microsoft Excel, Autodesk Maya, Adobe Substance Painter, Photoshop