

Chris Venturini

My commitment to continuous learning is bolstered by my passion for creative thinking and solving complex problems. Formally educated as a 3D game artist, my self-taught journey into the realm of software engineering has led to over 10 years of software development experience as well as expertise in game development, agile methodologies, project management, stakeholder interactions, object-oriented development, and domain-driven design.

EXPERIENCE

Engineering Manager

Riot Games — West Los Angeles, CA

March 2019 - Present

- Accountable for the resourcing and development of the League of Legends content pipelines that include numerous cross-functional needs that encompass 3D meshes, textures, animations, gameplay scripts, localization data, etc.
- Drove engineering excellence at both the team and organizational levels as an example of “what good looks like.” Examples include the team’s work assignments and tracking as well as assisting in the revamp of the hiring process.
- Maintained interactions with various stakeholders in order to make sure that the program is delivering on the proper milestones and requirements.
- Routinely reviewed the performance of team members and assigned career objectives for those team members to accomplish.

Author

Pluralsight — Remote Contract

November 2019 - Present

- Independently wrote and created e-learning video content for professional software developers to learn new skills or improve the ones that they already had.
- Specialized in data processing courses with Python and R

Unreal Engine Developer

Independent

January 2020 - Present

- Developed and maintained the popular Unreal Engine C++ plugin, Time Machine. This extension added browsing history tracking with convenient navigation buttons to the Unreal Editor.

Sr. Engineering Manager

UPMC Enterprises — Larimer, PA

November 2015 - March-2019

- Managed the development process of multiple projects and programs, including a large joint venture radiology program and a large executive sponsored program to centralize consumer identity management for the enterprise as a whole. Focused on software development best practices, including the Agile Development Lifecycle and Lean Principles.
- Defined and oversaw the direction of the architecture, development, and roadmap of the various platforms under supervision with a focus on microservice, RESTful, and enterprise architectures.
- Maintained interactions with various stakeholders in order to make sure that the program is delivering on the proper milestones and requirements. These stakeholders included C-level executives, managers of integrated platforms, and those responsible for technical infrastructure.
- Routinely reviewed the performance of team members and assigned career objectives for those team members to accomplish.

Interim Director of Engineering

UPMC Enterprises — Larimer, PA

May 2018 - November 2018

- Responsible and accountable for the performance of the engineering organization developing UPMC’s primary patient “digital front door.”
- Provided overall management, strategic leadership, and drive of engineering execution across a large portfolio of cross-functional teams responsible for the development of consumer-facing platforms. Focused on software development best practices, including the Agile Development Lifecycle and Lean Principles.
- Defined and oversaw the direction of the architecture, development, and roadmap of the various platforms under supervision with a focus on microservice, RESTful, and enterprise architectures.
- Maintained interactions with various stakeholders in order to make sure that the program is delivering on the proper milestones and requirements. These stakeholders included C-level executives, managers of integrated platforms, and those responsible for technical infrastructure.

Published works available at:
<https://chrisv.me>



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HARD SKILLS

Game Development
Domain-Driven Design
Microservices
Enterprise Architecture
Test-Driven Development
Unreal Engine
C++
Javascript
Python
Object-Oriented Patterns

SOFT SKILLS

Team Management
Development Management
Project Management
Stakeholder Interactions
Agile Methodologies
Lean Principles

EDUCATION

Art Institute of Pittsburgh
Pittsburgh, PA
**Bachelor of Science Degree
in Game Art and Design**

ITT Technical Institute
Monroeville, PA

**Associate Degree in
Information Technology
Computer Network
Systems**

VOLUNTEER WORK

Developer Mentor

Moms Can Code

January 2019 – September 2019

Technical Lead Developer

Directworks — Wexford, PA

March 2014 - November 2015

- Lead a team of developers, with skill sets ranging from intern to senior level, to deliver customer value on a publicly sold software platform.
- Worked with other leadership members, including QA managers, project managers, and scrum masters, to prioritize tasks before and during agile sprints.
- Architected, developed, and oversaw the development of applications and frameworks to be consumed by team members. Specializing in C#, Javascript, Domain-Driven Design, and Restful APIs.
- Routinely reviewed the performance of team members and assigned career objectives for those team members to accomplish.
- Participated in sales calls to assist in describing the technical aspects of the sold platform

Software Engineer

Allegheny Health Network — Pittsburgh, PA

November 2011 – March 2014

- Developed internal web applications and services utilizing C#, Object Oriented Design Patterns, Service Oriented Architecture, Test Driven Development, ASP.Net MVC, AJAX, XML, SQL, CSS, HTML, Javascript, and JQuery.
- Architected and developed continuous integration solutions.

Software Developer

Maxim Crane Works – Bridgeville, PA

October 2007 – November 2011

- Developed internal web applications utilizing C#, ASP.Net, AJAX, XML, SQL, CSS, HTML, Javascript, JQuery, and LotusScript.
- Designed and created application graphics with Adobe Creative Suite.