



Chris Hatch

Unity Development Manager - Team Lead at Aristocrat
Games | VR/AR | Unity | Unreal | Web

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Profile: I love to create across mediums and develop something truly great. From robotics simulators and theme park rides to Star Wars games and IKEA apps, I've shipped across industries with teams big and small.

As a leader, I strive to build collaborative, trust driven teams. Ones with the data and support they need to move with confidence.

Experience:

Aristocrat (2022 - Present)

Team Lead - Unity Development Manager - 2023 - Present

Interim Development Manager - Mid 2023

Senior Platform Engineer - Early 2023

Platform Engineer II - 2022

- Led a team of 8 developers across Quality Assurance, Engineering, and Technical Art
- Delivered and supported NFL: Super Bowl Slots, thousands of daily users at a 0% critical-bug escape rate on our GDK
- Built and shipped Multi-Version - which enables social games to deploy multiple GDK source versions in a single store binary, saving Aristocrat \$10M+/year in QA, re-spin, and redeployments
- Delivered the first Unity based GDK in Aristocrat's history and deployed it to multiple internal studios
- Collaborated with Project Management on backlog grooming and strategic roadmap planning
- GPU/CPU profiling for mobile. Consistent tech debt analysis and optimizations for the Milan GDK

Jido (2020 - 2022)

Lead Frontend Engineer

- IKEA Harajuku AR in store app, custom machine learning vision model training, integration
- IKEA AR Store Navigation, UI/UX and AR integration into Unity
- YCombinator team with \$2 million raised for AR & Web innovations. Went onto be acquired by Roblox

The Art Institute of Pittsburgh (2017-2019)

Adjunct Professor

- Created a 4 course curriculum with the aim to help art students become more familiar with the technical aspects of game development. Subjects included Game Engines, Multiplayer, Level Design and Prototyping, and programming languages such as C++ and C#

Schell Games (2017 - 2019)

Gameplay Engineer (Unreal & Unity)

- Star Wars: Galactic Starcruiser with Disney
- AR Activations of LEGO BrickHeadz
- Google Daydream Port for Star Wars: Droid Repair Bay
- Project Porg with ILM on pre-production Magic Leap hardware

IAM Robotics (2016 - 2017)

Unity Developer

- Realtime Robotics sim in Unity, UI/UX, Networking
- Deployed commercially to the company's first customer, Rochester Drug Cooperative (RDC).

Toaster Party (2015 - 2016)

Technical Artist, Unity Developer

- Bluetooth Toy Hardware, BLE, Unity based companion app and mini games

Additional Experience:

94 Interactive (Freelance Contracting) (2019 - Present)

Founder - Development Lead - Present

- Provide bespoke, cross-industry interactive media contracting across Games, Apps, and Web.
- Work including the Immersive Cure VR hospice product (later acquired), Yo! Crash VR Rage Room for Shark Tank, and helping Platinum Systems modernize their 30 year old tech stack

Education

Bachelor of Science in Video Game Art & Design, The Art Institute of Pittsburgh - 2015

References

Aidan Murphy - Director of Engineering, Aristocrat (Aidan.Murphy@aristocrat.com)

Jason McMahon - SVP of Technology, Aristocrat (Jason.McMahon@aristocrat.com)

Jaeyong Sung - CTO of Jido Maps (jae@jidomaps.com)

Matt Mahon - VP of Engineering at Schell Games LLC (matt@schellgames.com)

Skills

Leadership: Software development management, project management, product strategy, hiring & mentoring, cross-functional collaboration

Technical: Unity (C#), Unreal(C++, Blueprints), Profiling, Performance Optimization TypeScript, React Native, Swift, VR/AR (Quest, Oculus, Magic Leap), Live-ops, Cloud services, CI/CD, Dev-kit & pipeline tooling, ML integration, Multiplayer Networking, SQL/MySQL, BLE