

Dominic Calkosz

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA

B.S. in Computer Science, Minor in Game Design

Dec. 2020

GPA: 4.0

Notable coursework: Game Design, Computer Game Programming, Computer Graphics, “Game Design, Prototyping, and Production”, Intro to Video Game Analysis, Distributed Systems

Greenwich High School

Greenwich, CT

GPA: 4.8/5.0 | ACT: 36 | SAT Subject Tests: Math 2 (800), Physics (800)

June 2017

Notable coursework (AP): Computer Science A (5), Physics 1 (5), Physics 2 (5), Physics C: E&M (5), Physics C: Mech (5), BC Calculus (5), Macroeconomics (5), Microeconomics (5)

Columbia University Summer Program, “Mathematical Bootcamp for Budding String Theorists” 2016

Johns Hopkins CTY Summer Program, “Game Theory”, “Number Theory”

2014, 2015

PROFESSIONAL EXPERIENCE

Blizzard Entertainment, *Senior Game Designer, Hearthstone*

Jan. 2021 - present

Game Design Intern, Hearthstone

May - Aug. 2019, 2020

- Work with a team to design new card sets, including mechanics, theme, art direction, and VO.
- Implement and playtest card mechanics using custom tools and scripting language.
- Worked on Ashes of Outland, Scholomance Academy, Battlegrounds, and unannounced content.

The Game Agency, *Junior Web Developer*

June - Dec. 2018

- Developed and improved corporate training and education games using JS, HTML, and CSS.
- Worked with tools such as Gulp, GitLab, and Jira, as well as Python and Linux shell scripting.

PROJECT EXPERIENCE

Game Creation Society (CMU), *President, Designer, Programmer*

Fall 2017 - Winter 2020

- Led small interdisciplinary teams to create original video games each semester.
- Ran large events and managed 6 officers. Developed club website from scratch.

Cognitive Development Lab (CMU), *Research Assistant*

Fall 2017 - Winter 2020

- Designed and coded video games to enhance cognitive control in children, with a small team.

Teknowledge (CMU), *Python Curriculum Developer and Teacher*

Fall 2017 - Spring 2018

- Designed and participated in labs to teach Python to middle school students.

ACTIVITIES & ORGANIZATIONS

Boy Scouts of America, *Eagle Scout, Assistant Senior Patrol Leader*

2011 - 2018

Planned and led meetings and camping trips; instructed younger scouts; performed community service.

GHS Computer Science Team, *President*

2016 - 2017

GHS Science Team, *Captain*, Northeast Science Bowl at UCONN (March 2016, 2017)

2015 - 2017

GHS Math Team, *A-Team Competitor*, NEAML (April 2015, 2016, 2017)

2013 - 2017

SKILLS, AWARDS & INTERESTS

Programming Language/Software Experience: Unity [w/ C#], Git, C, C++, Python, Java, web development [w/ Javascript, HTML, CSS]

Honors: US National Physics Olympiad Semifinalist, US National Chemistry Olympiad Competition Finalist, National Honor Society, National Math Honor Society, Science NHS, German NHS.

Interests: Electronic music production, speedrunning, board games, web development, biking.