**\*\*The last paragraph was taken out. The other addition was made in red for easy reference. ☺**

**Chris Venturini**



Establishing my services on a foundation of integrity, I am a highly dynamic Engineering Executive who has been passionately accentuating the gaming/entertainment experience for the last 10+ years. Being a professional fueled by mission excellence, I hold a rich history of working with illustrious organizations, including *(but not limited to)* Riot Games, Pluralsight, and UPMC Enterprises along with freelance gaming development, and have ultimately built a strong reputation for driving new levels of gaming success and overall team unification.

Born and raised into a family of software developers, it ended up becoming the catalyst for me to follow the same path regardless of my early reservations about doing so. In short, I was that kid who was determined to do anything other than what my parents were doing, primarily out of spite. But over time and witnessing just how impactful, creative-oriented, and fulfilling this career actually was, it inspired me to shed that deviant mindset and see what it was all about. One AA in Information Technology, a BS in Game Art and Design, and an abundance of self-education later, I have since intertwined my engineering skills with my passion for complex design and moved to LA from my hometown in Pittsburgh *(after living there for 35 years)* to both pursue and attain my dream career within the video gaming industry.

Backing up a little bit, I have also held several c-level engineering roles prior to my current standing, such as a Technical Lead Developer, Senior Software Engineer, and interim Engineering Director. During this time, I specialized heavily in project management, stakeholder interactions, agile methodologies, and object-oriented development. With that as my base, I have since become the Software Engineering Manager for Riot Games as of 2019, which happens to be one of the top gaming companies worldwide. In addition, I concurrently perform as a freelance developer, proactively blending my personal and professional experiences to continuously do my part in instilling positive reform throughout the entire gaming landscape.

As a dynamic creative within gaming technology, I have a genuine passion for translating cinematic blueprints into tangible realities and doing so all while ensuring everyone involved has positive constructive experiences along the way. From cross-functional team leadership to supporting the full gaming lifecycles, I love what I do and demonstrate that through my ongoing innovations, tactical executions, and transparent energy that solidifies progressive gaming futures. That, along with my extensive background as a full-scope software developer and commitment to being a lifelong learner, is what inevitably shaped me into a trusted industry leader this past decade – *one who ongoingly strives to raise the standards bar for my team(s) and the gaming community as a collective.*