# CHRISTOPHER LACHANCE

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## Personal Summary

I'm a software engineer with a passion for music, minimalism, and modern design. I have a strong foundation in object-oriented programming, a constantly evolving skill set, and an eagerness to grow personally and professionally. Looking to transition into an entry level full-stack engineering role.

#### Technology Experience

Programming Languages: JavaScript ES6+, C#, Lua, Java, TypeScript, C++ Style/Markup Languages: HTML5, CSS3, SCSS, XML, Markdown, JSON

Miscellaneous: NodeJS, Svelte, React, Git, GitHub, SVN, Linux, Bash, Unity

3D, Photoshop, Virtual Reality

#### Professional Experience

### AGS. LLC

January 2018 - Present

Software Engineer

- Redesigned critical game logic to meet the demands of complex math models
- Worked collaboratively with artists, musicians, and game designers to accurately implement their design vision
- Handled various DevOps challenges that arose from working in a small team environment
- Lead Engineer for the following 9 games:

Pharaoh SunWild TikiB Riches

Dragon Blast
 Shining Dragon
 Temple Cash

#### **CACI (NASA Contractor)**

May 2017 - December 2017

Burning Tiger

Bao Bei Cash

Software Engineer (Contract)

- Developed features and resolved issues for NASA's Trick Simulation Environment
- Integrated Trick engine simulations with the Unity 3D Game Engine to provide a visual representation of simulation objects
- Significantly refactored the Trick documentation to improve readability and user experience

## Algebra Readiness Educators, LLC

June 2011 - December 2016

Freelance Graphic Designer

- Designed book covers for 12+ mathematical workbooks
- Designed and implemented the company website
- Designed business cards, booth displays, postcards, t-shirts, and other marketing materials

#### Education

B.S. Computer Science December 2016
Lamar University Beaumont, TX
Mirabeau Scholar 3.792 Major GPA