



CHRISTOF BELISLE

Software Engineer

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📍 Morrisville, VT
👤 [ChristofB7](https://github.com/ChristofB7)

SKILLS

Agile, SCRUM Android
Android Studio ANTLR
Apache Maven
Azure Boards
Azure DevOps
Azure Pipelines
Azure Repos C / C++ / C#
CI/CD, DevOps CSS
Dart Flutter Forces
GitHub Google Firebase
HTML IntelliJ Idea iOS
Java JavaScript PHP
Postgre SQL RESTful API
SQL Spring Boot
Spring Framework Unity
Visual Studio XCode

HOBBIES

Game Jams CS Club
Game Festivals Hack Fest
Hackathon Spartan Races
Hiking Game Development
Biking App Development
Skiing Passionate Cook

PROFILE

Recent computer science graduate looking for a full-time position in game development to fulfill his passion, and broaden his knowledge of the field.

EMPLOYMENT HISTORY

Backend Intern | HCL Technologies

📅 Jan 2021 – May 2021

📍 Remote

- Collaborated as a member of a six-person SCRUM team, designed and implemented a web application that parses and displays Fortran 99 files.
- Used ANTLR4 and Java to create lexer and parser rules to process the Fortran 99 files.
- Designed a REST API and implemented it using Spring Boot to upload files and parse them.
- Used Maven for dependency management and build automation.
- Published NPM packages to Azure DevOps Services.
- Created CI/CD pipelines using Azure pipelines

Teaching Assistant | Bishop's University

📅 Jan 2021 – Apr 2021

📍 Sherbrooke, QC

Assisted in the class *Design and Analysis of Algorithms* in which I held office hours, provided feedback on assignments, and answered questions about the material.

PROJECTS

Mobile App Development - Cookwell | 🔄 | 🌐

📅 Sep 2020-Current

Designed and implemented a mobile app to capture, manage, and present cooking recipes.

Unity Web Game - Kolf | 🔄 | 🌐

📅 Jun 18-Jun 20

Created a small 3D golf game for the 2021 GMTK Game Jam. Made adjustments to the game, and hosted it on my website.

EDUCATION

Bachelor of Science in Computer Science with Distinction | Bishop's University

📅 Sep 2017 – May 2021

📍 Sherbrooke, QC

GPA: 3.7

Relevant Coursework: Advanced Programming Techniques, Analysis of Algorithms, Data Structures, Databases, Developing Mobile apps, Game Design, Intro to Networks, Programming Languages and Web Design.