

# Christopher Chiechi

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## CAREER OBJECTIVE

To grow in careers that leave lasting impact.

## TECHNICAL SKILLS

- **Certifications:** Game Programming (UNT), AI/ML Practitioner (LM)
- **Languages:** Python, C++, C, C#, SQL, Blueprint Visual Scripting, TypeScript, JavaScript, HTML, CSS, Rust, Zig
- **Other :** I am experienced with agile software development and have served the role of a Scrum Master. I am a team player and am self-motivated to learn new skills and technologies.

## EDUCATION

### **B.S. Computer Science**

- University of North Texas
- GPA: 3.785
- Certificate in Game Programming
- Magna Cum Laude

### **Strategic Management, M.B.A.**

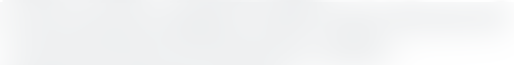
- University of North Texas
- Start & Expected End Date: Jan, 2025 - Dec, 2026

## SELECTED COURSES

- Software Engineering
- Software Development Capstone II
- Algorithms
- Data Structures
- Systems Programming
- Automata Theory
- Game Programming II
- Game Math and Physics
- Calculus II
- Physics II - Mechanics, Electricity, and Magnetism
- General Chemistry II

## WORK EXPERIENCE

### **Lockheed Martin Aeronautics Software Engineer**

- June 5, 2023 - July 8, 2024 (E1 - Associate)
- July 9, 2024 - Present (E2)
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- Software Engineering
- Data Engineering
- Data Science
- AI/ML

## WORK PROJECTS

## PERSONAL & COLLEGE PROJECTS

### **Parkinson's Research Study Game (Unity, Team of 15 w/ Solo Development)**

- Florida State University PhD research study to evaluate video games as a method of testing patients for Parkinson's disease

### **First-Person Shooter with Advanced Movement (Unreal Engine, Solo)**

- 3D math and physics: wall running, sliding, crouching, sprinting, and double jumping

### **University Website (React, Team of 10)**

- University of North Texas ABET accreditation website

[christopherchiechi.github.io/portfolio](https://christopherchiechi.github.io/portfolio)