Christopher Fiore

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ABOUT

I'm a passionate software developer with experience in game development and front-end development. I enjoy problem-solving and collaborating with teams to create effective solutions.

EDUCATION

University of Queensland, QLD, Brisbane   **Graduating 2024**

Bachelor of Computer Science, Major in Programming Languages, Current GPA: 5.75

WORK EXPERIENCE

Woolworths, Ashgrove, QLD   **Nov 2019 – June 2023**
- Developed leadership and communication skills through team management and customer interaction.

Umart Computer Store, Chermside, QLD   **June 2023 - Current**
- Enhanced technical troubleshooting skills by diagnosing and building custom PC systems.
- Improved teamwork and collaboration through inventory management.

PROJECTS & EXTRACURRICULAR

UQ Industry Mentoring Program
- **My Mentor:** Justin Dray (Senior Security Engineer at Amazon, Inc) - 0433348284
- Gained insights into the tech industry from mentor Justin Dray, enhancing networking skills and industry knowledge

TransLink Live Service Command Line Tool
- Developed using Node.js to fetch and display live data on Brisbane bus lines, enhancing user accessibility to real-time information.

VR Unity Game
- Designed and implemented immersive VR gameplay mechanics using Unity and OpenXR, enhancing user engagement and interaction within the virtual environment.

Retail Computer Website
- Created a retail site using HTML, CSS, and JavaScript, demonstrating front-end development skills and responsiveness.

3D Voxel Engine – Python
- Hands-on experience with rendering techniques and understanding how 3D graphics are constructed.

TECHNOLOGIES

- Python
- Node.js
- RESTful API
- React Native
- React.js
- Git
- Linux
- Java
- C
- HTML / CSS
- C#
- Unity
- Blender
- Haskell
- JavaScript
- VR