

Christopher Robidas

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EDUCATION

Université de Sherbrooke • Bachelor of Computer Science

August 2019 – April 2022

- **Courses** : Computer graphics and video games, Image synthesis, Real-time animation and rendering, Artificial intelligence, Object-oriented design, Algorithms and data structures, etc...

Cégep de Granby • College diploma of Computer Science

August 2016 – April 2019

SKILLS

- Languages: C#, C++, SQL, Python, JavaScript, TypeScript, HTML/CSS
- Technologies: .NET, ReactJS, NodeJS, Docker, Kubernetes
- Softwares: Unity, Git, Photoshop, Unreal Engine, Blender

EXPERIENCE

Gameloft

Back End Developer

May 2022 – Present

Montreal, QC

- Developed, maintained, and deployed **Python** game microservices that are used for authentication, interactions with social networks, messaging, lobbies, etc... in an **Agile Scrum** environment.
- Optimized and ensured high availability and resilience to failure as these microservices need to handle **10 billion** queries per day from over **20 million** active players in over **100 games**.
- Wrote integration tests in **C#** and **.NET** with the **NUnit** framework.
- Documented new features and improvements.

Genetec

Software Developer (internship)

May 2021 – August 2021

Sherbrooke, QC

- Developed with **C#**, **.NET** and **WPF** a plugin for a **building surveillance software** allowing to use smart locks and keys, to configure their access controls and monitor their activities in an **Agile Kanban** environment.
- Wrote unit tests with **NUnit** and **SpecFlow** frameworks.

Novom Interactive

Full Stack Developer (internship)

September 2020 – December 2020

Magog, QC

- Implemented with **ReactJS** and **NodeJS** new functionalities in a **videoconferencing web app** including a menu for configuring input and output devices to allow thousands of users to prepare before their conference in an **Agile Scrum** environment.

NB Automation

Full Stack Developer (internship)

May 2019 – August 2019

Granby, QC

- Added and updated forms in a **CRUD** software using **C#**, **.NET** and **WPF** used to perform quality control on manufactured products.

PROJECTS

Elemensions

April 2022

- 3D Platformer game made in **48h** with a team of 3 other developers, 3 artists and an audio designer for the **Creative Jam** organized by Poly made with **Unity** and **C#**.
- **Features**: 4 elemental portals that you can interact with to change dimension to get different powers and coins that you can collect to buy instant dimension swap charges.

Back to the Party

January 2022 – April 2022

- Chaotic co-op party management game inspired by the game Overcooked made for the Ubisoft Game Lab Competition with a team of 7 developers and 2 audio designers. Made with **Unity**, **C#**, **Mirror**, and **FMod**.
- **Features**: Give beer and pizza to your guests, clean up the mess, randomly generated puzzles and more.

World of Rune Fantasy Online

September 2021 – December 2021

- MMORPG made with a friend inspired by Runescape made with **Unity**, **C#**, **Mirror**, **MySQL**, and **Ink**.
- **Features**: A quest, NPCs and dialogues, enemies who can attack on sight and patrol an area, a store, improve skills (melee combat, archery, and fishing) and a chat.