Christopher **Robidas**

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OBJECTIVE

Gamer since I was old enough to hold a controller and a passionate video game developer, I am known for my great ability to adapt and learn. I dream of getting a position in gameplay or general programming.

SKILLS

- Languages: C#, C++, Python, SQL, Bash
- Technologies: .NET, AWS, Docker, Kubernetes, Git, GitLab CI/CD
- Softwares: Unity, Unreal Engine, MySQL, Couchbase, Jira, Confluence, Wwise, Blender

EXPERIENCE

Gameloft   May 2022 – Present
Back End Developer   Montreal, Quebec

- Develop **microservices** made in **Python** used by most of the company's games for authentication, players progression, matchmaking, and others in an **Agile Scrum** environment.
- Optimize and ensure high availability of the **microservices** using **AWS**, **Docker** and **Kubernetes** as they need to handle more than 10 billion queries per day.
- Actively participate in operational incident responses, helping to troubleshoot and resolve any issues in a timely manner.

Genetec   May 2021 – August 2021
Software Developer (internship)   Sherbrooke, Quebec

- Write with **C#** and **.NET** a plugin allowing to use smart padlocks in a **building surveillance software** and to manage access controls in an **Agile Kanban** environment.
- Create unit tests with the **NUnit** and **SpecFlow** frameworks.

PROJECTS

Stepping Stones   April 2023 – May 2023

- Runner made during the Montreal Game Jam 2023. I used **Unreal Engine 5**, **C++**, **Blueprints** and **Wwise**.
- Code the infinite random generation of the level and the character's controller. Integrate animations, interfaces, environment, music and sounds made by my colleagues.

Back to the Party   January 2022 – April 2022

- Chaotic cooperative party management game inspired by the game Overcooked made for the Ubisoft Game Lab competition. I used **Unity**, **C#**, **Mirror** and **FMod**.
- Created a random puzzle, the UI, some 3D models using **Blender** and a feature allowing you to use a phone to order pizza.

World of Rune Fantasy Online   September 2021 – December 2022

- MMORPG made with a friend inspired by the game Runescape. I used **Unity**, **C#**, **Mirror**, **MySQL** and **Ink**.
- Program a quest system, multiplayer with **Mirror**, NPCs with dialogues using **Ink**, a global chat and enemies who can attack on sight and patrol an area.

EDUCATION

Université de Sherbrooke ● Bachelor of Computer Science   August 2019 – April 2022

Cégep de Granby ● College diploma of Computer Science   August 2016 – April 2019