Christopher Landry

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Skills

o   Programming experience in C++, C#, python, query and markup languages
o   Two years of ASP.net Identity and core programming with database administration
o   Good sense of development pipeline in popular game engines (Unity/SDL/Godot/Unreal Engine)
o   Knowledge of server-side and client-side programming (interpolation, extrapolation, etc)
o   Basic knowledge of SOAP and REST API and their differences
o   Strong understanding of the software development life cycle
o   Experienced in agile working environments and meetings (SCRUM/Sprints)
o   Ability to independently updating collaboration software (Trello, Jira and more)
o   Previous experience working in VIM and Linux environments
o   Implementation of API and external services for web applications
o   Strong interpersonal skills and ability to cooperate with others

Education

St. Lawrence College   *September 2017 – June 2019*
o   Graduated and received the Game Programming diploma

St. Lawrence Secondary School   *September 2010 – June 2014*
o   Graduated and received the Ontario Secondary School Diploma

Work Experience

Programmer Analyst & IT Manager - ***MPIQC***   *January 2023 – July 2023*
o   Implemented updates to the intranet tools, enhancing functionality and user experience for employees
o   Introduced new tools and technologies to streamline company operations and monitoring (Grafana, OSTicket)
o   As management, I led a confidential project that brought innovative solutions to the company's operations
o   Maintained strict adherence to non-disclosure agreements (NDAs) in handling sensitive company information

Full-Stack ASP.NET Programmer & Level 2 IT Support - ***Benson Group Inc.***   *January 2021 – January 2023*
o   Developed in-house software, including payroll systems, intranet solutions, and various tools
o   Served as a database administrator, ensuring data integrity, security, and optimal performance
o   Held IT Level 2 (senior tier) responsibilities, providing advanced technical support and guidance
o   Trusted with access to confidential personal information, maintaining strict data security protocols

Research & Development Engineer - ***St. Lawrence College***   *August 2019 – September 2019*
o   Managed code and developed architecture for a virtual reality project
o   Gathered information from real life scenarios to help simulate in-game
o   Deployed project on multiple VR platforms: HTC Vive, Oculus Rift, Rift S and Go
o   Approved budget extension of $50,000 for the school allowing more funding with our prototype