**Christopher Landry** antics@hotmail.com (613) 360-4308 [christopherlandry.ca](http://christopherlandry.ca/)

**Summary of Skills, Values, and Interests**

* Strong sense of development in game engines (Unity/SDL/Unreal Engine)
* Experience with industry specific source control programs (Gitbash, SourceTree, Gitkraken)
* Three years of experience with HTML, C++ and C#
* Strong interpersonal skills and ability to cooperate with others
* Dependable to manage collaboration software (Trello, Jira, etc)
* Previous experience in agile working environments
* Familiar with SCRUM meeting, and sprints/deadlines and willing to work overtime
* Prior experience working in VIM and Linux environments

**Education**

St. Lawrence College *September 2017-June 2019*

* Graduated and received the Game Programming diploma

St. Lawrence Secondary School *September 2010-June 2014*

* Graduated secondary school and received the Ontario Secondary School Diploma

**Work Experience**

Xplornet Communications *August 2017-Present*

* Provided support for inbound and outbound billing and technical issues
* Retained 90% of my customers during a 12 month period
* Excellent interpersonal skills build rapport and help educate the customer
* Worked within a CRM environment which was powered by Salesforce

St. Lawrence College R&D *August 2019 – September 2019*

* Assigned role of lead architect and developed the project in Unity
* Gathered information from real life scenarios to help simulate in-game experiences
* Deployed successfully on different platforms such as: HTC Vive, Oculus Rift, Rift S and Go
* Trusted to work solely on important projects and loose ends to ensure production time was met

Atelka Enterprise *July 2016-August 2017*

* Processed high-value orders with commercial clients
* Investigated mail delivery issues (trackable/non-trackable)
* Ensured quality for all team members, monitoring service tickets and calls
* Displayed great leadership skills by often being picked to support the floor