**Christopher Landry** [antics@hotmail.com](mailto:antics@hotmail.com) | (613) 550-2953

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

* Programming experience in C++, C#, python, query and markup languages
* Strong sense of development pipeline in popular game engines (Unity/SDL)
* Knowledge of server-side and client-side programming (interpolation, etc)
* Basic knowledge of SOAP and REST API and differences between the two
* Strong understanding of the software development life cycle
* Experienced in agile working environments and meetings (SCRUM/Sprints)
* Ability to independently updating collaboration software (Trello, Jira and more)
* Previous experience working in VIM and Linux environments
* Implementation of API and external services for applications
* Strong interpersonal skills and ability to cooperate with others
* Successfully deployed and ported games between console, PC and VR

**Education**

St. Lawrence College September 2017 – June 2019

* Graduated and received the Game Programming diploma

St. Lawrence Secondary School September 2010 – June 2014

* Graduated and received the Ontario Secondary School Diploma

**Work Experience**

MPIQC January 2023 – July 2023

* Implemented updates to the intranet tools, enhancing functionality and user experience for employees
* Introduced new tools and technologies to streamline company operations and monitoring
* Led a confidential project that brought innovative solutions to the company's operations
* Maintained strict adherence to non-disclosure agreements (NDAs) in handling sensitive company information

Benson Group Inc. January 2021 – January 2023

* Developed in-house software, including payroll systems, intranet solutions, and various tools
* Served as a database administrator, ensuring data integrity, security, and optimal performance
* Held IT Level 2 (senior tier) responsibilities, providing advanced technical support and guidance
* Trusted with access to confidential personal information, maintaining strict data security protocols

St. Lawrence College Research & Development August 2019 – September 2019

* Managed code and developed architecture for a virtual reality project
* Gathered information from real life scenarios to help simulate in-game
* Deployed project on multiple VR platforms: HTC Vive, Oculus Rift, Rift S and Go
* Approved budget extension of $50,000 for the school allowing more funding with our prototype