**Christopher Landry** antics\_chris@hotmail.com

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

* Proficient with source control
* Experience with industry specific source control programs
* 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)
* Previous experience in agile working environments
* Familiar with development boards, SCRUM, and sprints
* Have experience working in VIM and Linux environments
* Strong sense of development in game engines (Unity/SDL)

**Education**

St. Lawrence College September 2017-June 2019

* Graduated and received the Game Programming diploma

St. Lawrence Secondary School September 2010-June 2014

* Complete secondary school and received the Ontario Secondary School Diploma

**Work Experience**

Xplornet Communications August 2017-Present

* Provided support for inbound and outbound technical and billing issues
* Retained over 90% of my customers for over 12 months
* Excellent interpersonal skills which help build rapport between company and clients
* Worked within a CRM environment which was powered by Salesforce

Saint 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
* I manage deployment on various devices: HTC Vive, Oculus Rift, Rift S and Go
* Was trusted to work solely on projects 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