**Christopher Landry**

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

* Programming experience in C++, C#, python, query and markup languages
* Good sense of development pipeline in popular game engines (Unity/SDL/Godot/Unreal Engine)
* Knowledge of server-side and client-side programming (interpolation, extrapolation, etc)
* Basic knowledge of SOAP and REST API and their differences
* 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 (Sep 2017 – Jun 2019)

* Graduated and received the Game Programming diploma

St. Lawrence Secondary School (Sep 2010 – Jun 2014)

* Graduated and received the Ontario Secondary School Diploma

**Work Experience**

MPIQC | Programmer Analyst & IT Manager (Jan 2023 – Jul 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 (Grafana, OSTicket)
* As management, I 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. | Full-Stack ASP.NET Programmer & Level 2 IT Support (Jan 2021 – Jan 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 Engineer (Aug 2019 – Sep 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