

Christopher Robidas

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OBJECTIVE

Gamer since I was old enough to hold a controller and a passionate video game developer, I am known for my great ability to adapt and learn. I would like to obtain a position in gameplay, UI, or general programming.

SKILLS

- Languages: C#, C++, Python, SQL, Bash
- Technologies: .NET, AWS, Docker, Kubernetes, Git, GitLab CI/CD, MySQL, Couchbase
- Softwares: Unity, Unreal Engine, Visual Studio, PyCharm, Jira, Wwise, Photoshop, Blender

EXPERIENCE

Gameloft

Back End Developer

May 2022 – Present

Montreal, Quebec

- Develop **microservices** made in **Python** used by most of the company's games for authentication, players progression, matchmaking, and others in an **Agile Scrum** environment.
- Update client libraries of microservices made in **C#** and **.NET Core** and write integration tests.
- Optimize and ensure high availability of the **microservices** using **AWS**, **Docker**, and **Kubernetes** as they need to handle more than 10 billion queries per day.
- Actively participate in operational incident responses, helping to troubleshoot and resolve any issues in a timely manner.
- Support game teams around the world with integration and adding features.

Genetec

Software Developer (internship)

May 2021 – August 2021

Sherbrooke, Quebec

- Write with **C#** and **.NET** a plugin allowing to use smart padlocks in a building surveillance software and to manage access controls in an **Agile Kanban** environment.
- Create unit tests with the **NUnit** and **SpecFlow** frameworks.

PROJECTS

Stepping Stones

- Runner made during the Montreal Game Jam 2023. Made with **Unreal Engine 5**, **C++**, **Blueprints** and **Wwise**.
- Code the infinite random generation of the level and the character controller. Integrate the animations, the UI of the pause and end of game menu, the environment, the music, and the sounds made by my colleagues.

T.E.S.T. : Tigre en Situation Triche

- Five Nights at Freddy's type game where you must cheat during an exam without being caught by your teacher made during the Sherbrooke Game Jam 2024. Made with **Unity** and **C#**.
- Create a captcha puzzle, the end game menu UI displaying the player's result, the tiger jump scare causing the player to lose the game and the display mode and resolution settings and the UI to modify them.

Sauve-Chouris

- Horror adventure game where you must save your bat friend while avoiding getting caught by a grandmother and her cat made during the Sherbrooke Game Jam 2023. Made with **Unity**, **C#** and **Wwise**.
- Program an echolocation game mechanic allowing you to find your way around the levels, the UI of the main menu, the level selection menu, the pause menu, and the game over menu.

EDUCATION

Université de Sherbrooke • Bachelor of Computer Science

August 2019 – April 2022

Cégep de Granby • College diploma of Computer Science

August 2016 – April 2019