

Christina Pilip

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WORK

Freelance Software Developer

Sep. 2024 – Present

- Developing a QGIS plugin for a research project using GIS-enabled historiography to reconstruct and analyze travel routes to identify potential burial sites of Attila the Hun.
- Providing technical expertise for future development of an interactive webmap and simulation in Unreal Engine 5.

Undergraduate Teaching Assistant

McGill University

Jan. – May 2022, Jan. – May 2023

- Facilitated tutorials, office hours, and assessments for 200+ students for *COMP 322 - Introduction to C++*.
- Supported students by explaining complex C++ concepts, debugging code, and grading assignments/quizzes.

Software Developer Intern

CAE - Presagis

July – Dec. 2022

Confidential

- Delivered two proof-of-concepts for VELOCITY 5D by researching state-of-the-art mesh generation techniques and platform integration between NVIDIA Omniverse and Unreal Engine 5.
- Constructed multiple digital twins using geospatial data, 3D modelling, and real-time visualization tools.

EDUCATION

McGill University

Sept. 2019 – May 2024

- Bachelor of Science, Computer Science.
- Relevant coursework: *Honours Algorithms and Data Structures, Discrete Mathematics, Software Design, Modern Computer Games, Computer Graphics*.

GameDevMcGill Alumni

Sept. 2019 – May 2024

- Five-time award winner and leader of multiple teams during GameDevMcGill's annual 48-hour McGame Jam from 2021 - 2025.
- Planned and moderated artist segments of GameDevMcGill's 24 Hour Extra Life Charity Livestream in Fall 2021 and 2022, helping cumulatively raise over \$1,660+ dollars.

TECHNICAL EXPERIENCE

Projects

- **RE/START**. Interactive fiction platformer for McGameJam 2025. Awarded "Best Music & SFX."
- **The Last Braincells**. Multiplayer arena wave shooter game prototype for Ubisoft's 10-week Game Lab Competition.
- **Colt Express**. Multiplayer, distributed implementation of the board game Colt Express, including the Horses & Stagecoach extension.

SKILLS

- **Programming Languages:** C++, C, C#, Python, Java.
- **Game Development:** Unreal Engine 5, Unity.
- **Computer Graphics:** OpenGL, GLSL, HLSL, Maya, Blender.
- **Fullstack Development:** MongoDB, Express, React, Node.
- **Technologies:** Linux, Git, Azure DevOps.
- **Languages:** English, French, Ukrainian.