

# Chris Whiting

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## **Technical Skills**

**Languages:** C++, Python, Bash, SQL

**Tools/Frameworks:** Unreal Engine, AWS, Win32, OpenGL

**Previous Project Experience:** <https://github.com/mpro34>

**Magic Mayhem (PC) 2022 - Current**

**Languages/Frameworks:** C++, UE5

**Description:** A multiplayer third-person shooter game that includes multiple hitscan and projectile weapons, a plugin for multiplayer steam session creation, and a component to implement server-side rewind (tested with 200+ simulated ping).

**Skye (PC) 2021 - Current**

**Languages/Frameworks:** C++, OpenGL

**Description:** A mini game engine created from scratch, using OpenGL as the graphics framework. The main purpose for this project was to learn how a simple game engine works and the inner-workings of a “simpler” graphics library.

## **Work Experience:**

**iRobot Corporation, July 2021 - Current**

**Roles:** Senior Software Engineer

**Languages/Frameworks:** C/C++, Linux

**Description:** Work on C++ application middleware between various robot sensors, the MQTT communications stack, and the robot light-ring user interface. Team lead for a AWS IoT migration project and a Bluetooth communications project.

**Deviation Games, June 2020 - July 2021**

**Roles:** Software Engineer

**Languages/Frameworks:** C/C++, UE4

**Description:** Designed and built MotionBuilder plugins, WPF UI and communication pipe with Protocol Buffers for managing assets to increase the Animation Departments’ productivity. Built and maintained various gameplay features in C++.

**Bridge Financial Technology, June 2018 - May 2020**

**Roles:** Backend Software Engineer

**Languages/Frameworks:** Python, Django, AWS

**Description:** Managed, designed and implemented Rest API for live web application at scale with Python and the Serverless framework to manage the AWS resources. Designed, built and maintained a distributed Jobs application which was composed of Docker containers and AWS ECS Fargate for container orchestration.

**Panasonic Avionics Corporation, November 2014 - May 2018**

**Roles:** MTS2, Software Engineer

**Languages/Frameworks:** Python, Django, AWS

**Description:** Developed Bash testing for stressing video streaming servers by sending numerous UDP messages to fake requests. Developed C/C++ log collection service for gathering and offloading a specific customer’s logs

## **Education:**

**Georgia Institute of Technology, MS Computer Science, Aug. 2016 - Dec. 2019**

**Loyola Marymount University, BS Computer Engineering, Aug. 2009 - May 2013**