

Chris Whiting

mpro34@gmail.com

949-413-5492

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

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