

# Christopher Whiting

SOFTWARE ENGINEER

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## Objective

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Motivated software engineer with 5 years of experience with both large and small software companies. Seeking to further my software engineering knowledge by growing as a team.

## Experience

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### Bridge Financial Technology

Chicago, IL

SOFTWARE ENGINEER

June 2018 - PRESENT

- Manage, design and implement Rest API refactor for live web application with Django, AWS Chalice and a custom serialization layer with Marshmallow for more than 40 endpoints.
- Refactor a task runner application and host on AWS Fargate, using docker containers and AWS SQS to implement a publish/subscribe design pattern to increase live frontend performance by 50%.
- Managed a team of 3 engineers to generate/refactor an extensive Python test suite for the Rest API alongside improved API documentation with Readme.
- Integrate OAuth2 authentication into DRF REST API for user to authenticate in order to access resources.
- Extensive use of AWS services to host, monitor and migrate existing monolith to a micro-services based architecture.

### Panasonic Avionics Corporation

Lake Forest, CA

MTS 2, SOFTWARE ENGINEER

November 2014 - May 2018

- Developed testing utility that sends numerous randomly formatted UDP messages to a target server; mainly used for stressing applications.
- Wrote testing documentation for a wireless media streaming service to help with unit and system integration testing.
- Developed log collection service for gathering and offloading a specific customers' logs.

## Projects

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### Open Engine

- A 3D game engine that uses GLFW for window and opengl context creation as well as input management. It also uses GLEW for the newer OpenGL functions, as well as GLM for vector math libraries.
- Implemented the Phong Reflection model and various shadows with GLSL code for vertex and fragment shaders.

### 2D Game Engine

- A 2D game engine created with SDL and GLM, written in C++. Created a class diagram to illustrate the relationship between the game engine components.
- Supports Lua scripting input to program game logic and asset imports.

### Gun Graves

- An Unreal Engine project that implemented sword-based combat, live health/stamina bars, animations and various enemy types.
- Utilized a combination of Unreal blueprints and C++ code to program path following and collision detection for enemies.

## Skills

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

**Frameworks** SDL, OpenGL, Django, AWS, Docker

## Education

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### Loyola Marymount University

Los Angeles, CA

BACHELOR OF SCIENCE IN COMPUTER ENGINEERING

August 2009 - May 2013

### Georgia Institute of Technology

Atlanta, GA

MASTERS OF SCIENCE IN COMPUTER SCIENCE

August 2016 - December 2019