

# CHRISTOPHER WHITING

✉ [mpro34@gmail.com](mailto:mpro34@gmail.com) | [in christopher-whiting-84a61960](https://www.linkedin.com/in/christopher-whiting-84a61960) | [G mpro34](https://github.com/mpro34) | ☎ +949 413 5492

---

## Education

### Georgia Institute of Technology

*Masters of Science in Computer Science*

Atlanta, GA

Aug. 2016 – Dec. 2019

### Loyola Marymount University

*Bachelor of Science in Computer Engineering*

Los Angeles, CA

Aug. 2009 – May 2013

---

## Experience

### Software Engineer

June 2020 – Present

*Deviation Games*

*Culver City, CA*

- Designed and built MotionBuilder plugins, WPF UI and communication pipe with Protocol Buffers for managing assets to increase the Animation Departments' productivity.
- Refactored and implemented various in-game cinematics and created a new pipeline for implementing future ones in Unreal Engine C++/Blueprints.
- Built and maintained various player abilities from a healing cable to a stomp ability in Unreal Engine C++/Blueprints.
- Help with various systems-level work such as merging in the newest Unreal Engine version and creating needed game modes for other teams.

### Backend Software Engineer

Jun 2018 – May 2020

*Bridge Financial Technology*

*Chicago, IL*

- 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 comprised of Docker containers and AWS ECS Fargate for container orchestration.
- Built CI/CD pipeline with AWS CodePipeline to build, test and deploy Jobs application.  
Mentored junior engineers during REST API endpoint creation, refactor and documentation.

### MTS 2, Software Engineer

Nov 2014 – May 2018

*Panasonic Avionics Corporation*

*Lake Forest, CA*

- Developed Bash testing for stressing video streaming servers by sending numerous UDP messages to fake requests.
  - Wrote testing documentation for a wireless media streaming service to help with unit and system integration testing.
  - Developed C/C++ log collection service for gathering and offloading a specific customer's logs.
- 

## Coding Projects

### 2D Game Engine | Python, Jupyter Notebooks, Google Cloud Platform

June – Aug 2020

- A 2D game engine utilizing SDL/C++ and Lua scripting.
  - Used engine to make a 2D action game.
- 

## Skills

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

**Tools/Frameworks:** Unreal Engine 4, AWS, Django, Docker, PostgreSQL, Win32