

# christian ferrario

4383468383

415-500 rue Saint-Georges • Saint-Lambert, Quebec, Canada • J4P 3R1

portfolio • <http://www.chris-ferrario.com>

e-mail • [chris.ferrario@gmail.com](mailto:chris.ferrario@gmail.com)

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## SKILLS

**Programming:** C/C++, C#, Java, OOP, Visual Studio and other typical tools

**Strengths:** Artificial Intelligence, Gameplay, Physics, User Interface/GUI, Racing & Sports, Self-Driving Vehicles, Game Engines, Tools, Debugging, Optimization

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## EXPERIENCE

### **General programmer for PC and mobile • Out of the Park Developments**

*2018 (2 years+)*

C++, Desktop and Mobile Programmer working on the number one Baseball Simulator video game featured by MLB. Virtual office work executed remotely. GUI, Systems, AI, Engine.

- **Unreleased work in project title**
- **Out of the Park Baseball Franchise (2019-2020)**

### **Main AI programmer for PC/Xbox One/PS4 and VR • Slightly Mad Studios, UK**

*2013 (4 years+)*

Main AI Programmer (C++) and part of the Physics team for a market leading Console/VR racing franchise. Virtual office work executed remotely. AI, Physics, Tools, Gameplay, Systems, Engine.

- **Project CARS (2015)** (AI, Navigation)
- **World of Speed - Announced but unreleased (2016)** (Navigation, Tools)
- **Red Bull Air Race: The Game (2016)** (Navigation, Tools)
- **Project CARS 2 (2017)** (AI, Navigation)
- **Fast & Furious Crossroads (TBA)** (AI, Navigation – pre-prod work)

### **Main programmer for IOS/Android • Gameloft, New York, USA and Montréal, Canada**

*2009 (4 years+)*

C++ Programming as part of teams that worked on multiple high-quality 3D mobile games. Started in the New York Studio but spent most of my time in the Montreal one as well as being a representative of the company for short stints in Cupertino, California.

**Main programmer for C++ Nintendo DS • VG Creator, Paris, France**

*2009 (10 months)*

C++ Programming of a 3D Space 3<sup>rd</sup> person and ship driving Nintendo DS Game.  
All aspects of the game.

**Main programmer for Java mobile • DeValley Entertainment, Paris, France**

*Feb 2007 (18 months)*

Java programming of multiple 2D J2ME games supported over 650 devices.

All aspects of the game programming including character behavior / movement  
and other gameplay elements and systems.

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**EDUCATION**

**Software Engineering**

In' Tech INFO, Paris, France

3-year Bachelor equivalent project-oriented software school including a two  
semester Ogre3D-Newton Physics based game prototype as well as other  
programming projects.

**Graduated 2007**

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**EXTRA**

Trilingual English/French/Italian with basics in Spanish/German/Mandarin  
Eligible to work in USA, Canada, Europe and experienced with remote work as  
well as contracting.

20 years playing and managing amateur baseball and softball including various  
achievements (including France National Junior Champion in 1999).