Christopher Landry

email: antics@hotmail.com
telephone: (343) 585-2242

Skills

- Programming experience in C++, C#, python, query and markup languages
- Two years of ASP.net Identity and core programming with database administration
- Good sense of development pipeline in popular game engines (Unity/SDL/Godot/Unreal Engine)
- Knowledge of server-side and client-side programming (interpolation, extrapolation, etc)
- Basic knowledge of SOAP and REST API and their differences
- Strong understanding of the software development life cycle
- Experienced in agile working environments and meetings (SCRUM/Sprints)
- Ability to independently updating collaboration software (Trello, Jira and more)
- Previous experience working in VIM and Linux environments
- Implementation of API and external services for web applications
- Strong interpersonal skills and ability to cooperate with others

Education

St. Lawrence College   *September 2017 – June 2019*
- Graduated and received the Game Programming diploma

St. Lawrence Secondary School   *September 2010 – June 2014*
- Graduated and received the Ontario Secondary School Diploma

Work Experience

Programmer Analyst & IT Manager - *MPIQC*   *January 2023 – July 2023*
- Implemented updates to the intranet tools, enhancing functionality and user experience for employees
- Introduced new tools and technologies to streamline company operations and monitoring (Grafana, OSTicket)
- Led a confidential project that implemented innovative solutions, resulting in improved operational efficiency
- Maintained strict adherence to non-disclosure agreements (NDAs) in handling sensitive company information

Full-Stack ASP.NET Programmer & Level 2 IT Support - *Benson Group Inc.*   *January 2021 – January 2023*
- Developed in-house software, including payroll systems, intranet solutions, and various tools
- Served as a database administrator, ensuring data integrity, security, and optimal performance
- Held IT Level 2 (senior tier) responsibilities, providing advanced technical support and guidance
- Trusted with access to confidential personal information, maintaining strict data security protocols

Research & Development Engineer - *St. Lawrence College*   *August 2019 – September 2019*
- Managed code and developed architecture for a virtual reality project
- Gathered information from real life scenarios to help simulate in-game
- Deployed project on multiple VR platforms: HTC Vive, Oculus Rift, Rift S and Go
- Approved budget extension of $50,000 for the school allowing more funding with our prototype