Christopher **Robidas**

✉ christopher.robidas@outlook.com | 📞 450-204-7965 | 📍 Granby, Quebec

🌐 crobidas.com | ⌨ github.com/chrisrobidas | in linkedin.com/in/christopher-robidas-a661241a2

OBJECTIVE

Gamer since I was old enough to hold a controller and a passionate video game developer, I am known for my great ability to adapt and learn. I would like to obtain a position in gameplay, UI, or general programming.

SKILLS

- Languages: C#, C++, Python, SQL, Bash
- Technologies: .NET, AWS, Docker, Kubernetes, Git, GitLab CI/CD, MySQL, Couchbase
- Softwares: Unity, Unreal Engine, Visual Studio, PyCharm, Jira, Wwise, Photoshop, Blender

EXPERIENCE

Gameloft   May 2022 – Present
Backend Programmer   Montreal, Quebec

- Develop **microservices** made in **Python** used by most of the company's games for authentication, players progression, matchmaking, and others in an **Agile Scrum** environment.
- Update client libraries of microservices made in **C#** and **.NET Core** and write integration tests.
- Optimize and ensure high availability of the **microservices** using **AWS**, **Docker,** and **Kubernetes** as they need to handle more than 10 billion queries per day.
- Actively participate in operational incident responses, helping to troubleshoot and resolve any issues in a timely manner using tools such as **Kibana** and **Grafana**.
- Support game teams around the world with integration and adding features.

Genetec   May 2021 – August 2021
Software Developer (internship)   Sherbrooke, Quebec

- Write with **C#** and **.NET** a plugin allowing to use smart padlocks in a building surveillance software and to manage access controls in an **Agile Kanban** environment.
- Create unit tests with the **NUnit** and **SpecFlow** frameworks.

PROJECTS

Sting Operation

- FPS where our character miniaturizes himself to take revenge on the wasps that stung him, developed during Ludum Dare 56. Made with **C++**, **Blueprints** and **Unreal Engine 5**.
- Code the character controller and the AI of the enemy wasps. Integrate the interfaces, animations, 3D models, music, and sounds made by my colleagues.

Stepping Stones

- Runner made during the Montreal Game Jam 2023. Made with **Unreal Engine 5**, **C++**, **Blueprints** and **Wwise**.
- Code the infinite random generation of the level and the character controller. Integrate the animations, UI of the pause and end of game menu, environment, music, and sounds made by my colleagues.

T.E.S.T. : Tigre en Situation Triche

- Five Nights at Freddy's type game where you must cheat during an exam without being caught by your teacher, made during the Sherbrooke Game Jam 2024. Made with **Unity** and **C#**.
- Create a captcha puzzle, the end game menu UI displaying the player's result, the tiger jump scare causing the player to lose the game and the display mode and resolution settings and the UI to modify them.

EDUCATION

Université de Sherbrooke ● Bachelor of Computer Science   August 2019 – April 2022

Cégep de Granby ● College diploma of Computer Science   August 2016 – April 2019