

CHRISTOPHER WHITING

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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

Deviation Games

June 2020 – Present

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 C++.
- Built and maintained various gameplay features in C++.
- Help with various systems-level work such as merging large code bases and creating needed game modes for other teams.

Backend Software Engineer

Bridge Financial Technology

Jun 2018 – May 2020

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

Panasonic Avionics Corporation

Nov 2014 – May 2018

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.
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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.
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Skills

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

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