

CHRISTIAN THOMPSON

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Summary

I am equal parts engineer, communicator, and designer. I've spent years cultivating a varied skillset that allowed me to grow and develop my technical abilities as well as my interpersonal and communication qualities. My time spent as a senior technical trainer who facilitated in a classroom environment has given me a unique empowering nature when it comes to supporting my colleagues. While in various R&D roles, I've developed as a well versed software engineer with experience in both front and back end environments, client and server services, and multiple build pipelines. These experiences, along with a lifelong insatiable passion for game development, have coalesced to evolve me into a game developer who is fully equipped to work solo on self-directed projects or can quickly become an integral and positive force on a team.

Skills

Programming Languages: C#, JavaScript, Python, (HTML, CSS)

Frameworks and Engines: Unity, Unreal Engine, Game Maker Studio 2, React, Cypress, Selenium

Tools: Visual Studio, Git, AWS, Node.js, Jenkins, Docker, PostgreSQL, MongoDB

- Dedicated to writing clean, well documented code that adheres to Coding Standards
- Strong knowledge of Test and Behavior Driven Development methodologies
- Experience with Functional, Unit, Integration, and Regression testing
- Outstanding, flexible verbal and written communication skills
- Proven ability to excel in high stress environments

Experience

Game Developer | Freelance

2021-present

- Developed over 10 prototypes, several of which were expanded into vertical slices for publisher consideration. Features include:
 - Custom 3rd person intelligent camera systems
 - 1st and 3rd person character controllers with wall running, climbing, sliding
 - Troop formation systems with smart pathing to make adjustments on the fly
 - Mobile and tablet support with touchscreen controls and responsive displays
 - Fully implemented UI's and UX designs
- Contributed several full Game Design Documents and implemented testing plans
- Created several custom editor tools including map editors and audio managers
- Created custom shaders and particle systems for a variety of uses
- Implemented automated build processes using CircleCI
- Coordinated with artists, QA, and other internal developers to maintain best practices for application development

SQA Engineer | Lifesize

2018-2021

- Helped create and maintain a complete automated test suite for the admin console web application using the Cypress framework
- Created and updated 100+ tests on the mobile client using the Selenium framework
- Planned and created a suite of 500+ test cases covering complete end to end testing using the TestRails application
- Completed 400+ smoke, sanity, and full regression tests at different stages of application development
- Worked with CircleCI to handle our continuous integration and deployment of updated branches to various applications

Game Designer | Senior Technical Support Trainer | WP Engine

2012-2018

- Created several educational game modules (built in WordPress) designed to teach webserver troubleshooting methodology
- Developed and facilitated the full curriculum for the:
 - L1 Onboarding Program
 - L2 Training Program
 - SME Training Program
- Ran weekly training syncs with overseas partners
- Coordinated weekly with 11 managers on success factors for the support team
- Developed internal mentoring program between our Customer Service and R&D teams
- Launched and supervised 20+ internal training programs within the company

Education

B.A. in Communication | University of Cincinnati

Certificates and additional training:

Arbinger Institute Leader Development Training

The Web Developer Bootcamp 2021

The Advanced Web Developer Bootcamp

The Complete React Developer Course

WebdriverIO - Selenium Automation

JavaScript Algorithms and Data Structures Masterclass

Understanding Docker and Using It For Selenium Automation

References available on request