

Chris Leclair

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Experience

Software Developer



2020-2021 *StandardFusion*

Contributed to complex GRC web application built in ASP.NET
Interacted with frontend and backend technologies
Utilized Git, Notion, and Azure DevOps to collaborate
Worked remotely with development team and sales staff

Software Developer



2018-2019 *Torus Biomedical Solutions*

Built medical imaging interface in Unity game engine
Created tools and solutions to support development in C#, WinForms, C++, Azure
Designed, implemented, and documented new features
Refactored and debugged existing code to improve reliability

Independent Game Developer



2012- *Self-Employed*

Developed experimental games using a wide variety of technologies
Targeted desktop, mobile, VR, and console platforms
Participated in game jams online and in person

Education

Bachelor of Technology in Computer Systems Technology – Games Development Option



2016-2018 *British Columbia Institute of Technology*

Developed games and other software individually and in teams
Implemented using Unity, OpenGL, C#, C++, Java
Studied vector/matrix math, multithreading, client/server and data structures

Diploma of Technology in Computer Information Technology



2014-2016 *British Columbia Institute of Technology*

Developed web, mobile, and database apps individually and in teams
Administered databases, Linux and Windows cloud and virtual machines
Studied and utilized Agile methodology and Git source control

General Studies (Computing/Engineering focus)



2013-2014 *North Island College*

Studied math, physics, business communications and computer science
Designed and developed Java and Android applications

Professional Skills

- ASP.NET Core and MVC development
- Entity Framework development
- Unity game development
- Windows Forms development
- Debugging and bugfixing
- Code and functional documentation
- Feature design and planning
- Advanced C# programming
- Git source control management
- TypeScript/Javascript programming
- Database development
- PowerShell scripting
- UI design and development
- C++ programming

Projects

Comic Thing



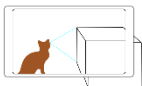
ongoing *Independent Project*
Web application for serving a web comic
Uses ASP.NET Core, Razor Pages, Entity Framework core

Ascension III



2016-2021 *Independent Project*
Open-world, 3D RPG game built in Unity engine
Common core components reused in other projects

ARPets



2018 *BCIT Practicum Project*
Mobile AR game with object recognition and world mapping
Integrates Unity, OpenCV, ARCore components with new C# and C++ code

Firefighter VR



2017 *Independent Project*
Mobile Unity VR game targeting Daydream and Cardboard
Six months, one man, design to implementation to release

Advanced Racing Genesis



2017 *BCIT Group Project*
C++ engine with multithreading, messaging system, 3D physics and graphics
My role: OpenGL renderer with deferred shading, shadow mapping, postprocessing

Ultimate Obstacle Course App



2016 *BCIT Industry Group Project*
Cross-platform mobile app using Xamarin, Xamarin Forms, C#
Server backend using PHP, CodeIgniter, and MySQL