

Christina Pilip

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WORK EXPERIENCE

Systems & Engine Programmer (Stained Glass Studios) Nov. 2025 – Present

- Led programming efforts for a team of 18, architecting pipelines and build workflows while driving technical direction and cross-disciplinary collaboration to deliver gameplay features for [Splinter](#).

Software Developer (Confidential) Sep. 2024 – Dec. 2025

- Built a QGIS plugin and a data cleaning/geoprocessing pipeline to process and link 137k+ geospatial records in Python for a research project using GIS-enabled historiography to reconstruct and analyze travel routes to identify potential burial sites of Attila the Hun.
- Provided technical expertise and documentation for future development of an online webmap and interactive simulation in Unreal Engine 5 using C++.

Teaching Assistant (McGill University) Jan. – May 2022, Jan. – May 2023

- Facilitated tutorials, office hours, and assessments for 200+ students for *COMP 322 - Introduction to C++*, providing explanations on complex C++ concepts and debugging code.

Gaming Engine Developer (CAE - Presagis) July – Dec. 2022

Confidential

- Delivered two proof-of-concepts involving USD for VELOCITY 5D by researching mesh generation techniques and C++-based platform integration between NVIDIA Omniverse and Unreal Engine 5.
- Constructed digital twins using geospatial data, 3D modelling, and real-time visualization tools.

EDUCATION

University of Central Florida (Orlando, Florida) Aug. 2025 – Dec. 2026

- MSc. Interactive Entertainment from the Florida Interactive Entertainment Academy (FIEA).

McGill University (Montreal, Quebec, Canada) Sept. 2019 – May 2024

- BSc. Computer Science.
- Relevant coursework: *Honours Algorithms and Data Structures, Linear Algebra, Discrete Mathematics, Software Design, Modern Computer Games, Computer Graphics.*

TECHNICAL EXPERIENCE

- **AMD FSR 4 Benchmark:** Unreal Engine 5 benchmarking project for AMD's FSR 4 plugin where I implemented a real-time ImGui UI for parameter editing.
- **C++ Game Engine.** Data-driven game engine where I implemented code reflection in JSON, software design patterns, and run-time polymorphic data structures.
- [Splinter](#). Singleplayer Gothic hack 'n' slash under development in Unreal Engine 5 at FIEA.
- [The Last Braincells](#). Multiplayer arena wave shooter game prototype in Unity for Ubisoft's 10-week Game Lab Competition, where I worked on art integration pipelines.

SKILLS

- **Programming Languages:** C++, C, Python, C#.
- **Software Engineering Tools:** Unreal Engine 5, Unity, Perforce, Git, Jenkins, Visual Studio.
- **Project Management:** Debugging, Code Review, Scrum/Agile Development, Jira, Teams.
- **Computer Graphics:** OpenGL, GLSL, HLSL, real-time rendering pipelines.
- **Languages:** English, French, Ukrainian.