

# Colton Phillips

## Student

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I work hard to solve hard problems.

## Work Experience

2012 INLIGHT ENTERTAINMENT Victoria, BC

C++ Game Programmer

- Creative solutions to hard problems under talented senior staff
- Shipped 2 very successful games for the LeapPad game system under strict deadlines.
- Focus on quality in requirements and design leaves great rewards (★★★★★games)

2011 LOUD TECHNOLOGIES Victoria, BC

C++/Python Programmer

- Programming features and bug fixes for 3D acoustic modeling software
- Designed, built, and documented a successful compiler
- Careful painstaking labor and my compiler tools achieved 60% reduction in code size on assembly language hardware+software devices

2010 AUTONOMY Victoria, BC

Quality Assurance

- Designed and executed automated test suites across every popular OS for Autonomy's software product lines.

### *Previous Successful Work Experience*

- Labor (Honey extraction + Family Business)
- Prep/Line Cook + Dishwasher + Waiter
- Produce and Grocery Clerk
- Gas Station Attendant
- Advertising API Programmer
- Wikipedia API Programmer
- Pixel Art and Animation Contract
- Game Developer + Tutor

## Education

UNIVERSITY OF VICTORIA Victoria, BC

B.S., Software Engineering (Ongoing)

- 4<sup>th</sup> year student with excellent transcript and skills

## Computer Skills

- Music, Sound, Game, and Art composition and performance
- Skilled developer and computer user (Over 10 published games)

## References

References available upon request

