Colton Phillips
Student

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I work hard to solve hard problems.

Work Experience

2012   **INLIGHT ENTERTAINMENT**   **Victoria, BC**
C++ Game Programmer
- Implemented 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 earned great rewards (★★★★★games)

2011   **LOUD TECHNOLOGIES**   **Victoria, BC**
C++/Python Programmer
- Programmed features and bug fixes for 3D acoustic modeling software
- Designed, built, and documented a successful compiler
- Careful diligent labor and my compiler tools
  achieved 60% reduction in code size on assembly language hardware+software device

2010   **AUTONOMY**   **Victoria, BC**
Quality Assurance
- Designed and executed automated test suites across every popular OS
  for Autonomy's software product lines.

Previous 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)
- 4th 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)
- Github, Python, HTML, Javascript, SQL, Web Design, GameMaker

References

References available upon request

COLTON
PHILLIPS