

Cole Blunt

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EXPERIENCE

Application developer

United Wholesale Mortgage

May 2022 – August 2022, US, MI, Pontiac

- Deployed code to production (C#, HTML, and .NET), including modifying verbiage and establishing front-end to database connections.
- Utilized Azure Cloud and leveraged Azure resources to develop and deploy a chat Bot, which was successfully hosted on a web app.
- Configured and administered a SQL instance server using RedH, ensuring smooth operation and overseeing its performance.
- Orchestrated workflow using Git and Bitbucket, diligently monitoring builds and resolving any build errors before progressing.
- Accomplished 2 to 3 user stories per week, addressing both front-end and back-end requirements as assigned via Jira.
- Conducted 1 to 5 coding reviews and pull requests weekly, actively participating in the collaborative review process to enhance the team's focus.

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Trailer Loader

UPS

October 2019 – September 2021, US, MI, Wyoming

- Operated in a fast-paced environment, ensuring precise loading of packages into their designated trailers.
- Memorized numerous zip codes, guaranteeing accurate package allocation to their intended destinations and establishing myself as a dependable worker.
- Read and efficiently loaded over 2000 packages, consistently exceeding schedule requirements.

PROJECTS

Chat Bot

United Wholesale Mortgage • May 2022 – August 2023

- Developed a chatbot for Underwriters utilizing a bot framework, enabling the creation of checklist trees and integrating a language-learning model.
- Deployed and hosted the bot on Azure cloud as a web server, establishing connectivity to a database for seamless functionality.
- Executed the project as a test initiative at United Wholesale Mortgage, primarily aimed at fostering learning and knowledge acquisition.

PolyBoard

March 2023 – April 2023

- Undertook a Hobby Project to develop a Snowboard Game in Unity, aiming to create a realistic snowboarding experience to the best of my abilities.
- Utilized C# to write scripts, including a player controller that accurately simulated snowboarding physics, enabling the player to navigate and ride in adherence to the rules of the sport.
- Developed a pathfinding script to orchestrate the game flow, allowing the player to reach the bottom and be picked up by a helicopter that transported them back to the top.
- Created and animated the character using Blender, employing low-polygon modeling techniques for optimization purposes.

BitRibbon POC

Grand Valley State University • September 2022 – December 2022

- Developed a Proof of Concept app that introduced a novel concept of assigning value to NFTs based on social interaction, showcasing the potential of a platform that connects users through their preferred NFTs.
- Leveraged JavaScript to create Azure functions, facilitating seamless communication between the front end and Cosmos DB.
- Utilized Flutter Flow to rapidly develop a responsive and customizable front end, incorporating custom widgets tailored to the API we developed.
- Generated professional documents and presentations, effectively showcasing the team's progress, improvements, and workflow to clients.
- Received high praise from the client, acknowledging the impressive work of a three-man team in a short timeframe, resulting in the successful delivery of a front-end mobile app integrated with a functional API.

EDUCATION

SKILLS

Computer Graphics: WebGL, HTML, CSS, and ThreeJS.
Object Oriented: Java, JavaScript, C#, and Python.
Embedded Systems and programs: UNIX, C, and MIPS.
database and data mining: SQL, NOSQL, and pandas.
Game Development: Unity and Blender.
Git: Github, bitbucket, and Terminal.
Professional Responsibilities.