Cameron Olson

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Objective

Seeking a position in the field of software and web development to apply skills in programming, design, user interaction, and software development

Education

— Rochester Institute of Technology
  - Bachelor's of Science in Game Design & Development
  - Graduation Date: May, 2023

Skills

— Programming Languages:
JavaScript/Node, HTML, CSS, Java, C#, C/C++, GLSL, Python, Visual Basic

— Tools and Engines:
MongoDB, Unity Game Engine, Google App Engine, Git, GitHub

— Applications and Environments:
Visual Studio Code, Visual Studio, Eclipse, Notepad++

— APIs and Libraries:
HTML Canvas, Vulkan, LibGDX, MonoGame, DirectX 11, OpenGL

— SDLCs:
Agile, Waterfall

Projects and Experience

— **Co-Op: Water Cooler Studios, LLC** — Lead Developer
  - Designed and developed front and back end elements for a prospective social media application. Advised on production prospects and decisions.
  - Summer 2021, Winter 2022
  - Owner Number: 585-269-4307
— **Tile Top Off** — Web-based puzzle game
  - Solo-developed sliding tile puzzle game project using HTML, CSS, and JavaScript.
  - December, 2019
  - *https://www.tiletopoff.com/*
— **Audio Visualizer** — Web-based audio playback and visualization
  - Solo-developed player, visualizer, and equalizer for audio files and microphone input.
  - October, 2020
  - *https://camsolson.github.io/Audio_Visualizer/*

— **DrCannoli** — Platformer game in C#
  - Designed and made sprites and animations in Krita and developed rendering systems in MonoGame. Delegated project responsibilities and managed project integration.
  - January, 2019 - May, 2019
  - *https://github.com/CamSOlson/DrCannoli/*
— **Cave of Crystals** — 3D environment
  - Modeled and textured terrain in Blender, decorated scene with props, lights, particles, and other objects in Unity. Delegated and managed prop creation among group members.
  - August, 2019 - December, 2019
  - *https://github.com/cso7654/3D-Animation-Final/*