

# Colden P Cullen

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## Skills

- [0] Languages: C++, C#, JavaScript, D, Java
- [1] APIs: OpenGL 4, DirectX 11, Google V8, WPF

## Work Experience

- [0] Student Partner at Microsoft (Fall 2013 – Spring 2014)
  - Organize events on campus teaching and demonstrating Microsoft technologies.
  - Encourage and help students to develop apps for Microsoft products.
- [1] Summer Technology Analyst at JPMorgan Chase (Summer 2013)
  - Implemented features across a client-service application stack.
  - Automated the build, deployment, and packaging processes.
- [2] Front End Developer on Just Press Play at RIT (Fall 2012 – Spring 2013)
  - Implemented complex layouts of common pages.
  - Displayed calculated data in an attractive format.
- [3] Teaching Assistant, Grader at RIT (Fall 2012, Fall 2013)
  - Taught object-oriented programming.
  - Graded and gave feedback on student assignments.
- [4] Lead Instructor at iD Tech Camps (Summer 2012)
  - Taught programming in Java and C++.
  - Taught game design in Unreal Development Kit and Source Software Development Kit.
  - Implemented small prototypes in all four areas to demonstrate core concepts.
- [5] Research Assistant at RIT (Winter 2011 – Spring 2012)
  - Worked with existing code base to create interfaces for modeling cardiac cell activity.
  - Wrote programs in Java to display and analyze pre-collected data.

## Recent Projects

- [0] Project 192 (Summer 2013 – Present), team of 4
  - Game engine written in C++, using OpenGL 4 and DirectX 11 for rendering.
  - Uses the V8 engine to allow game logic to be written in TypeScript or JavaScript.
  - Uses Awesomium for embed web views and user interfaces.
- [1] SGPX (Spring 2013 – Present), team of 6
  - 3D spaceship racing game made in Unity3D.
  - Wrote online leaderboard system and the handling system.
- [2] GL Installer (Fall 2012 – Present), solo project.
  - Portable library installer written in C# with WPF.
  - Installs select graphics libraries in Visual Studio 2010+ projects, and sets up project to allow easy build distribution.
- [3] Castle Pillage (Spring 2012), team of 6.
  - Top-down, tile-based, turn-based RPG written in C# with XNA.
  - Wrote level editor that tracks map design errors, allows for placing and editing message boxes that can span multiple tiles, and one-click in-game testing.

## Education

- [0] Rochester Institute of Technology, BS in Game Design & Development (Exp. May 2014)
- [1] Carnegie Mellon University, National High School Game Academy (Summer 2011)