Colden P Cullen

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Skills

[0] Languages: Java (3yrs), C# (2yrs), C++ (1yr), ActionScript 3.0 (6mo), JavaScript (6mo)

[1] APIs: OpenGL 4 (1yr), CUDA (6mo), Google V8 (6mo), WPF (6mo)

[2] Engines: Unity3D (6mo), Unreal Development Kit (6mo), Source Software Development Kit (6mo)

Work Experience

[0] Summer Technology Analyst at JPMorgan Chase (Summer 2013)
- Implemented features across a client-service application stack.
- Automated the build, deployment, and packaging processes.

[1] Front End Developer on Just Press Play at RIT (Fall 2012 – Spring 2013)
- Designed and implemented layouts of common pages.
- Displayed calculated data on pages in an attractive format.

[2] Teaching Assistant, Grader at Rochester Institute of Technology (Fall 2012, Fall 2013)
- Taught object-oriented programming.
- Graded and gave feedback on student assignments.

[3] Lead Instructor at iD Tech Camps (Summer 2012)
- Taught programming in Java and C++.
- Taught game design in Unreal Development Kit and the Source Software Development Kit.
- Implemented small prototypes in all four areas to demonstrate core concepts.

[4] Research Assistant at Rochester Institute of Technology (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 – Current), solo project.
- Game engine written in C++, using OpenGL 4 for rendering.
- Uses Google V8 to allow game logic to be written in TypeScript or JavaScript.
- Uses Awesomium for embed web views and user interfaces.

[1] SGPX (Spring 2013 – Current), team of 6
- 3D spaceship racing game made in Unity3D
- Wrote online leaderboard system, and the handling system.

[2] GL Installer (Fall 2012 – Spring 2013), 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] Project Checkers (Fall 2012), developed with a partner.
- A new take on Checkers written in C++ using OpenGL.
- Movement is ability based, and players choose their movement rules.
- Wrote the 2D, sprite-based OpenGL engine.

[4] 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, BSc in Game Design & Development (Exp. August 2014)

[1] Carnegie Mellon University, National High School Game Academy (Summer 2011)