cole.nugteren@gmail.com

612 723 7989

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cole-nugteren

Game Developer - Software Engineer he/him

SOFTWARE

Unity Blender FL Studio Unreal Audition Maya Godot Substance Premier VS, Code Photoshop Audacity IntelliJ Illustrator OBS Github InDesign VirtualBox

Microsoft Office Suite Adobe Suite

SKILLS

Programming

Java Javascript HTML
C++ C# Python
GLSL Blueprint GDScript
Windows Ubuntu MacOS

Art

Traditional art training
Digital art pipeline
3D modeling, VFX, technical art

Misc

Fluent in Spanish
Teaching experience
Agile-scrum experience
Audio and music production

WORKS

Games

A selection of games and demos I've made since 2016 is available at canslp.itch.io

Art

A selection of arworks and project breakdowns is available at artstation.com/canslp

Ask me about conference panels, expos, game jams, and awards!

EDUCATION

University of Wisconsin - Stout

BFA in Game Design and Development BS in Computer Science Minor in Mathematics *Graduating May 2025*

GPA 3.865 Honors College * Dean's List

EXPERIENCE

iD Tech Camps - Programming Instructor

Instructor, *in loco parentis* for various computer science and game development classes ages 9-18 2022-2024

+ Totally Entertainment - TUBULAR!!

Key gameplay programmer, implementation lead, tools SGX- Best Gameplay * Most Anticipated * Best Prototype 2024-2025

+ Skipping Stones - Ripple and Frawg

Level design director, technical artist, environments SGX- Best Gameplay * Best Prototype 2023-2024

Stout Theater Video Game Commission - Tech Artist

Shader engineer, vfx programmer, prop modeler for a faux-video game in the musical "Be More Chill" 2022-2023

+ Checkmight - Checkmight

Gameplay programming, sprite and tech art SGX- Best Gameplay * Best Art * Audience Choice Fall 2022

+ Starlight Games - Starlight Postal

Lead designer, gameplay programming, environment art SGX- Best Art Spring 2022

Caribou Coffee - Barista

Team member- Barista, In-house cashier, Drive-thru 2018-2021, 2024

+ denotes student work