Cole Bontrager

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Education

Indiana University, Bloomington, IN   May 2023
Bachelor of Science in Computer Science   Cumulative GPA 3.95/4.0
- Relevant Coursework: Data Structures, Calculus II, Linear Algebra
- Honors and Awards: Founders Scholar 2019, Luddy Direct Admit

Minor: Game Design, Music Studies

Technical Skills

Languages: C#, Python, Java
Tools: Unity, Visual Studio Code, Intellij

Projects

Possession Obsession   June 2021 - Present
Programmer
- Work with team of programmers, designers, and artists to develop and eventually launch Local Action Multiplayer Video Game
- Communicate with game designers to determine best implementation of features to bring their game ideas to life
- Gain experience working in agile development, collaborating with team and delivering new features each sprint on a weekly basis

Arcane
Programmed 3D FPS Game   January 2021 - June 2021
- Used Unity game engine and C# to develop and design 3D FPS
- Utilized noise algorithms to procedurally generate and populate terrain with objects creating new levels every time the game is played
- Created satisfying visual feedback during gameplay by using Unity's particle system to design vfx for player abilities

Work Experience

Wendy's, Bloomington, IN   June 2021 – September 2021
Crew Member
- Ensured customer satisfaction by working with team members to verify quality of product at each step of the process
- Cultivated productive and engaging work environment by assisting coworkers and maintaining positive among the team attitude in times of stress

Involvement

Game Dev at IU, Bloomington, IN   August 2019 – Present
Member
- Learn how to use industry standard tools such as Unity through group activities and individual programming
- Focus on C# development required to interact with the game world to ensure gameplay smooth and satisfying to the user