

# Cole Chittim

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## **Objective**

A position as a game developer that will allow me to apply my knowledge of the Unity game engine as well as application programming concepts and algorithms.

## **Education**

**Western Washington University**, Bellingham, WA

Bachelor of Science in Computer Science, Expected Graduation: March 2020

Awards: Western Scholars Award (2017-2018)

Selected Coursework: Analysis of Algorithms,  
Mobile Device Programming, Linear Optimization;

**Olympic College**, Bremerton, WA

Associate in Arts–Direct Transfer Agreement, June 2017

Awards: Dean's List (2015-2016)

Selected Coursework: Technical Writing, Programming Concepts;

## **Skills**

### **Programming:**

- C
- Java
- C#
- XML
- HTML/CSS

### **Technologies/Environments:**

- Unity3D
- MySQL
- Git
- Windows
- Linux

## **Projects**

**Deadwood**, Java, February 2019 to March 2019

As part of a final project for my Object Oriented Design course I, was tasked to recreate the boardgame Deadwood Studios in Java using model view controller program design. This project also gave me the chance to learn about planning and designing an application from the ground up using UML diagrams.

**Android App**, Unity, June 2018 to March 2019

I self taught myself C# and Unity 3D to develop my own mobile application, a procedurally generated strategy game released on Google Play which within the first week had been downloaded over 100 times with an overall rating of 4.7 stars. (Available on my LinkedIn)

**Ludum Dare**, Unity, December 2016

I competed in the Ludum Dare game jam where I developed a game in 72 hours using unity and received a score of 4 out of 5 for my game's theme from over 200 players.