# **Cole Chittim**

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## **Objective**

A position as a software engineer that will allow me to apply my knowledge of game development as well as application programming concepts and algorithms to solve problems.

### 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: Technologies/Environments:

C

Java

JavaScript

• C#

Unity3D MySQL

Cordova

Windows

• HTML/CSS • Linux

# **Projects**

Nope (Android, IOS, Web), Unity/Cordova, May 2019 to June 2019

Using the Unity Tiny and Cordova frameworks I developed a mobile application for iOS, Android, and Web platforms. A physics based casual game that released on Google Play and the iOS App Store which within the first week had been downloaded almost 500 times with an overall rating of 4.8 stars on Google Play. (Available on my Linkedin)

Your Kitchen (Android), Java/Firebase, April 2019 to June 2019

Your Kitchen is a proof of concept android application that aims to have a fully customizable recipe book on your phone. I contributed the local and serverside database system that allowed users to download edit and share recipes as JSON objects using Google Firebase's realtime database system as well as a locally stored SQLite database.

Werepigs in Space (Android), Unity 3D, June 2018 to March 2019

Using Unity 3D I developed a 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)