

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:

- C
- Java
- C#
- JavaScript
- HTML/CSS

Technologies/Environments:

- Unity3D
- MySQL
- Cordova
- Windows
- 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)

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.

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)