

Cole Chittim

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425-677-4287

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

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)

Stock Investment Application, MySQL and Java, November 2018 to December 2018

Using a database of stock price data, I implemented a Java program that uses simple data mining techniques to compute the gain or loss of an investment on a given stock using a simple trading strategy.

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.