

Cole Chittim

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Objective

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

Education

Western Washington University, Bellingham, WA

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

Awards: Western Scholars Award (2017-2018)

Selected Coursework: Computer Graphics, Computer Security,
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
- Python
- JavaScript

Technologies:

- Node JS
- Unity3D
- iOS
- Docker

Projects

Jelly Brawl (Web, PC), *Unity/Airconsole*, January 2020 to June 2020

Using the Unity 3D Game Engine and the Airconsole web technology, I designed and developed a local multiplayer physics based game. The game will be available across all platforms listed as well as on the Airconsole web platform where it is fully playable using mobile devices as controllers that communicate with the web application remotely.

Tiny Dino (iOS), *Unity*, June 2019 to January 2020

Using the Unity 3D Game Engine, I developed a mobile game for iOS alongside publisher Appbsolute Games. The game involves planetary physics and implements many iOS apis such as the “Taptic engine”, “Game center”, as well as utilizes in app purchasing. The game is available on the iOS App Store with an overall rating of 4.9 stars.

Discovery Kiosk, *Node JS/Express/Docker/Java/JavaFX*, April 2019 to March 2020

Discovery Kiosk is a software system that allows for easily creating and maintaining an informational kiosk. This software system was developed within a team as part of my capstone project. I am responsible for developing and designing the web app that allows for updating and managing a slideshow display, a schedules manager, and an interactive poll for guests. This app is powered by the Node JS and express technology.