

Cole Horvat

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Website: <http://cohorvat.com/>

Location: Vancouver, British Columbia

Technical Skills

Programming Languages: Java, Python, C#, C, HTML5, CSS3, JavaScript, XML, PHP, SQL

Fields: Full Stack Web Development, Game Development, Mobile Application Development,

Employment History

Web Developer, Kai Analytics

May 2021 - Present

- Build the backend of the website for our product, Unigrams, using the Python framework, Flask.
- Integrated APIs for CRM, one-time payments, and subscriptions.
- Added tools for ease of development like unit and end-to-end testing, a continuous integration pipeline, and containerization with Docker.
- Managed our cloud servers and MySQL databases using Gunicorn and Nginx for hosting.

Software Developer (Co-op), XOMBO

June 2020 – April 2021

- Became proficient with tools I hadn't worked with before such as PHP, MySQL, and GraphQL APIs.
 - Integrated social media APIs to authorize users, track user activity, identify attributes of images using image recognition, and display those images.
 - Created an item order and subscription system using a MySQL database, the system sends out shipments, takes payments, and keeps customers updated on their order's status.
 - Worked effectively from home by managing my time, keeping a consistent schedule, and communicating with my team and supervisor.
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Extra-Curricular Activities

President, TRUSU Game Development Club

Feb 2019 – Present

- Founded the TRUSU Game Development Club at TRU.
- Manage social media, make meetings among board members, attend student union meetings, and create events.

Bootcamp Instructor, BitProject

Oct 2020 - Feb 2021

Projects

Lost & Found, Personal

January 2021

- Built a 3D first-person horror game using Unity over the course of 4 days for Global Game Jam 2021 with two teammates. A designer and an artist.
- Programmed gameplay, physics, AI, and built three of the levels. Learned many new concepts and techniques using Unity documentation and forums while developing.

Task Timer, School

November 2021

- Built an Android application that is used to track tasks and record the amount of time you've spent working on them.
- Made initial design using Figma, then developed the application in Android Studio with SQLite as a local database.

Education

Thompson Rivers University

Graduation Date: Summer 2022

Bachelor of Computer Science, Fourth Year