Cole Kowalchuk

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About Me

I'm currently a student at UofT following a degree in digital media / IT, programming and philosophy. I have a passion for development and experience in coding, DevOps, game systems, art and design. I love working with people and using creative perspectives and solutions to deal with challenges.

Interests

- Game design and development
- Coding, philosophy of science
- Epistemology and metaphysics
- Gym, hiking, biking
- Animals, astronomy, PC building
- Competitive fighting games
- Mechanical watch repair
- Home Lab Projects
- Miniature Painting

Education

University of Toronto (In Progress)

- Honours Bachelor of Arts (HBA)
- Double major in TCS (IT/Media) and Philosophy
- 3.62 GPA average, currently 4th year
- CompTIA A+ (In Progress)

Experience

Salvation Army

- Customer service, sales associate (2 years) - current

Fortinos

- Customer service, cashier (2 years)

Skills

Programming in Python, GDScript, C# and some SQL

Game engine work in Godot and Unity
- Backend (structure, code, scripting)
- Frontend (UI/UX, design)

Data Systems Work

- Processing and displaying data visually
- Pandas, Numpy, Tkinter, Sqlite

DevOps and IT

Years of PC building and hardware experience

- Experience with Kubernetes orchestration across systems
- Linux and VM environments, CEPH clusters
- Networking, DNS, subnetting experience
- Hardware and Software debug (Windows, Mac, Linux)

Art and Design

3D character, environment and animation creation