Cole Kowalchuk

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About Me

I'm currently a student at UofT following a degree in digital media, programming and philosophy. I have a passion for game development and experience in coding, data, 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, Space, PC building
- Competitive fighting games
- 40K miniatures
- Mechanical watch repair

Education

University of Toronto [In Progress]

- Honours Bachelor of Arts (HBA)
- Double major in TCS (media cs) and Philosophy
- 3.8 GPA average, currently 3rd year

Experience

Salvation Army

- Customer service, maintenance and retail (8 months)

Fortinos

- Customer service, cashier (2 years)

Skills

Programming

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

Art and Design

3D character, environment and animation creation

- Blender, Aseprite, Photoshop
- Miniature painting and color scheming

Computer IT and A/V

Years of PC building experience and networking
Intimate familiarity with PC parts and market options
3+ years of high school audio visual coordination