COLE PETERSON

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SUMMARY

2024 graduate from DigiPen Institute of Technology with a Bachelor of Computer Science in RTIS (Real time interactive simulation.) 2+ years working in industry as a technical artist. My focuses include graphics programming, technical art and general programming.

COMPETENCIES

C/C++	Javascript/CSS/HTML	GLSL/HLSL
Unreal engine	Unity 3D	Technical Art
Perforce/Git/SVN	Blender 3D	Optimization
Music production	OpenGL/DirectX	Art pipelines

KEY ACCOMPLISHMENTS

- Created countless shader examples on the popular website shadertoy.
- Led the development of a professional video game's art pipeline in Unreal Engine 5.
- Contributed to the development of a C++/DirectX custom game engine for a school project.
- Developed a live music visualization app utilizing MIDI and interactive shader art.
- Developed a custom component entity system render engine complete with FBX loading, point light shadows and a programmable particle system. Made with C++ and OpenGL.
- Developed a node-based sound synthesis app in Javascript.

PROFESSIONAL EXPERIENCE

Technical Artist | Rogue Rooster | 14315 Hidden Valley rd. Gig Harbor 98332 | **(Apr. 2024 – Present)**

Led the development of many core art systems and pipelines such as a versatile material layering system, runtime customizable character system, networked weapon VFX, weapon customization and many procedural environmental systems powered by PCG. In addition, I created the majority of master materials used in the project like the landscape, general architecture, character, weapons and foliage, each with many useful exposed parameters for artists.

Bartender | Mission Cantina | 2325 California Ave. SW | **(Apr. 2018 – Mar. 2020)**

RECTECH coding camp | 4501 Delridge Way 98106 | Seattle, WA | **(Summer 2019)**
Coached students in developing their first video game using Javascript. Supported program leader in various tasks.

FREELANCE UNREAL ENGINE WORK |Seattle, WA | **(2019)**
Created various experimental particle simulations using Niagara and HLSL. Simulations included flocking behavior, fluid dynamics and dynamic graphs.

EDUCATION

(Bachelors of Computer Science in RTIS) Digipen Institute of technology **(2024**)
Associate of Science South Seattle Community College **(2019)**
High school diploma West Seattle High School **(2015)**