

# COLEMAN OEI

(210) 392 - 6795    coei@utexas.edu

[GitHub](#) | [LinkedIn](#)

## EDUCATION

**The University of Texas at Austin:** Bachelor of Science - Computer Science

**GPA:** 3.85

**Graduation Date:** May 2019

## SKILLS

**Languages:** Swift, Java, Python, C, C++, HTML, CSS

**Tools/ Applications:** Xcode, Git (GitHub), Amazon Web Services, Vim, Eclipse, Travis CI, Google Test, Jenkins

**Design:** Illustrator, After Effects, Animate, Experience Design, Figma, Sketch, Photoshop

## PROJECTS

### Mobile Game (iOS): Flight Sickness

**August 2017 - Present**

- Worked in a team of three to create an endless runner game.
- Helped create the system that managed obstacle generation and reuse.
- Implemented collision detection with SpriteKit and GameplayKit.
- Used the GameKit framework to integrate Game Center support.
- Used Figma and Animate to create UI elements and art for the game.

### Mobile Game (iOS): Dive Jive

**June 2017 - Present**

- Created an iOS game styled after the arcade games of the 80's.
- Utilized CoreMotion to add character control through accelerometer data.
- Created a system to manage mob generation and reuse.
- Implemented collision detection with SpriteKit and GameplayKit.
- Locally saved high score data with Apple's CoreData Framework.
- Used Photoshop to create the pixel art for the game.

## EXPERIENCE

### INET: Software Engineering Intern (iOS)

**December 2017 - Present**

- INET designs, manufactures, installs and monitors intelligent surveillance systems throughout the country.
- Developed iOS application to arm and disarm sites monitored by INET Security and Surveillance.
- Wrote a web service based on IBM's Kitura and Swift SMTP frameworks to send a plain text XML formatted email to a server that would parse the email and generate an arm or disarm event based on its contents.
- Wrote an application that made requests to the web service to arm and disarm given sites.
- Utilized Venmo's VENTouchLock framework to secure the application with Touch ID integration and PIN passcode support.

## LEADERSHIP

### President: TANDEM STUDIO

**June 2017 - Present**

- Leading an organization of around 20 designers, web developers and video editors that does graphic design, user interface design, web development and other forms of branding and development for the UT community.
- Streamlined project pickup process with Trello reducing the amount of time wasted during meetings assigning projects.
- Implemented a weekly critique system to elicit feedback from other designers making for an overall better product.
- Completed branding and UI/UX projects as a part of the organization.