

Colten Shirey

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Website:

<https://coltenshirey.github.io/Portfolio-Website/index.html>

Objective:

An internship or research opportunity to help further my problem solving skills and develop my abilities in the computer science field

Education:

California State University Stanislaus

- BA Computer Science

Expected Graduation: 2021

Concentration: Cybersecurity

Clovis High School

Graduated 2017

Center for Advanced Research and Technology (CART)

2015 - 2017

- Graphic Design
- Interactive Game Design

Skills:

Coding:

- Java
- C++/C#
- HTML/CSS
- Unity Game Engine
- PHP
- Data Structures

Technologies:

- Windows
- OS/Linux
- MySQL
- Photoshop

Experience:

Stanislaus State Music Event Setup Technician

June 2019 - Present

Setting up and running musical events at Stan State.

Tutor for kids interested in Game Design

2017

Tutored elementary school kids wanting to learn video game design. Taught very basic C# in the Unity game engine.