Colten Shirey

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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   Expected Graduation: 2021
- BA Computer Science   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++/#
- 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.