Colton Soneson

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Burlington, VT

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https://colton-soneson.github.io/

Qualifications and Key Competencies

- Advanced experience (~ 4 years) with programming languages C++, C, and C#
- Moderate experience (~2.5 years) with Vulkan Graphics API and GLSL
- Minor exposure with programming languages Cg, HLSL, Python, HTML, and Java

Education

Champlain College, Burlington, VT   3.6 GPA

Pursuing a **B.S. Degree in Game Programming, Minoring in Mathematics**   Anticipated Graduation: May 2021

Relevant Coursework

- Game Engine Design and Implementation
- Game Architecture
- AI for Games

- Intro to Modern Graphics / Intermediate Graphics Programming
- Game Production I / II / III
- Animation Programming

- Real-Time Debugging
- Game Physics
- Calculus I / II / III and Linear Algebra

Technical and Communicative Skills

- Experience building a renderer from the ground up using Vulkan SDK
- Familiar with Visual Studio Enterprise IDE for use in various programming languages
- Developed C++ code following the programming standards and guidelines of Unreal Engine 4
- Developed C# code and C++ plugins for Unity Game Engine
- Ability to model in both Blender and Autodesk Maya
- Worked and Participated in SCRUM based team environments for entirety of university
- Determined to have a conflict-free environment to not let production come
- Produced a game alongside 13 other team members with over 70,000 downloads

Released Works

"Fission Editor"   Freelance (Personal Project)

Graphics Engineer, Graphics Programmer, Animation Programmer   February 2019 to Present
- Sole Developer of this ECS based Editor
- Created Renderer using Vulkan SDK backend
- Formed two separate renderers that share instance properties
- Developed Scene Structure with Options Menu to Add or Remove Objects
- Programmed GLSL shaders for Phong lighting and Toon lighting
- Created Keyframing System with Clip Controllers
- Implemented Skeletal Creation and Animation
    Link: https://github.com/Colton-Soneson/FissionEditor

"Forkdrift"   Developer: *Endless Suffering*

Lead Graphics Programmer, Vehicle Programmer, Environmental Lighting, etc.   March 2020 to July 2020
- Coded adjustable Cg water and grass shaders
- Developed physics and constraints for forklifts in game
- Handled lighting of environment and Light Weight Render Pipeline settings
    Link: https://store.steampowered.com/app/1318940/Forkdrift/

Work Experience

iD Tech Camps and OPL   CT and Online

Tech Coordinator/ Instructor   June 2019 to Present
- Taught Unity with C#, Python, Java, Maya, and Blender to students whose ages range from 9 to 19
- Learned important communication skills required when teaching coding or 3D modelling