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| Cole Druffel  Programmer | 420 85th PL SW  Everett WA 98204  (509) 330-6441  [Druffel12@gmail.com](mailto:Druffel12@gmail.com) |
| SUMMARY Competent, reliable, and dedicated worker always looking to tackle the next challenge. Primary goal is always to do what is asked and follow up by helping others in any way necessary to complete their tasks. Very proficient with computers, hardware wise and able to adapt to any software, also have proficient amount of scripting knowledge in languages such as C++, C#, Python, and Assembly/Bat. EXPERIENCEExperis, Microsoft Contract Redmond WA — *Testing Associate 3* July 2019 - PRESENT  * A part of a specialized bug team that controlled the flow and management of all written bugs. * An information point for bug processes including the best routes for writing and assessing them. * Performed special tasks from developers and upper management positions in production issues or writing up issues on demand.  CVS/Pharmacy, Queen Anne Seattle WA — *Shift Supervisor*September 2017 - September 2019  * In charge of maintaining store functionality during shift including directing personnel * Managed end of day cash report and closing function of location including overnight security protocol  Subway, Pullman WA — *Sandwich Artist/Closer*October 2016 - June 2017  * Helped to delivery Quick and excellent service to customers as needed * Ran closing procedures for establishment most evenings including resetting location to opening requirements    EDUCATIONAcademy of Interactive Entertainment, Queen Anne Seattle — *Advanced Degree in Game Programming*August 2017 - July 2019  * Studied Programming in C++ with SFW library to create simple game projects such as pong * Learned C# and used this to create more indepth projects using the unity engine * Practiced Python in free time stemming from interest in AI and Machine Learning  Pullman High School, Pullman WA — *Diploma*August 2012 - June 2016  * Completed general requirements for graduation * Primarily attended Computer based classes for choice options when provided including a zero period class focused on learning the general use of windows along with more advanced use relating to command prompt use and server functioning  PROJECTS Found on Github Page  https://github.com/Druffel12 Gear Pit — *Unity AI Project*  * Project was solely AI based and had no use input as that was the project requirement * 5 different AI were implemented as follows * Trooper a unit that would fire at enemies with a medium range * Berserker would rush other units in groups of other Berzerkers to defeat enemies * Medic Follows troops that are low health healing them until mostly healed then moving on * Sniper Long range troop that would attempt to avoid other troops   **Galactic Onslaught** — *Unity Minor Project*   * This project was a top down twin stick shooter that supports up to 4 players * The project was voted to the top 3 of our class out of 10 projects * For this project I was in charge of programming the AI of the Enemy bugs | SKILLS  * Programming Languages * Python * C# * C++ * Assembly/Batch * Software * Git * Azure DevOps * Perforce * Unity * Powershell * Notepad++ * Visual Studios * Microsoft Office * Windows 7/10 * Mac OS * System Admin * Data Analyst * Hardware * PC construction * Peripheral setup * Initial software setup * Driver setup * Hardware support |

**References**

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\*More references available upon request.