JOSHUA A. COLE

Game Developer
Salt Lake City, Utah
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SKILLS

Game Design	Coding	3D Models and Animation
Unity, 3D Games, VR Games, Mobile Games, AR Apps	C#, C++, Java	Blender, Maya

Workplace	Databases	2D Art
Team Leader, Trello, GitHub	SQL	Photoshop

INDUSTRY EXPERIENCE

Neumont Game Studio Salt Lake City, Utah   **Mar 2023 - Present**
Game Developer | Neumont Collaborative Project
- Collaborated with a group of students to create and launch a game on Steam
- Modeled and animated 3D characters in Blender
- Attended daily standups and weekly meeting with publishers
- Technologies: C#, GitHub, Blender, Photoshop

Utah Arts Alliance – Dreamscapes Sandy, Utah   **Jan-Mar 2023**
Lead Developer | Neumont Collaborative Project
- Collaborated closely with a team to conceptualize, build, and program a new interactive 'station' by upcycling a recently donated old arcade cabinet
- Organized team members tasks and made sure assignments were getting done
- Worked closely with the company and the team to ensure expectations were met and we were set up to succeed
- Technologies: C#, GitHub, Blender, Photoshop

PROJECT

Project A, Game Developer, Salt Lake City, UT   **Oct-Dec 2022**
Neumont College of Computer Science Capstone Project
- Developed a multiplayer VR game using Unity and Photons Fusion
- Created a PVP style shooter with building system
- Other technologies: C#, Visual studios, IK Model, Plastic SCM

EDUCATION

Bachelor of Science in Software and Game Development, Sep 2023
Neumont College of Computer Science | Salt Lake City, UT
- Current GPA of 3.89

ACTIVITIES/AWARDS

- Senator, Unified Student Government, Neumont, 2022-2023
- President's List - Fall 2020 – Spring 2023