

# Cole Pergerson

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## OBJECTIVE

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Hard working individual who likes to see things get done right. Hoping to use my programming and leadership knowledge to make an impact at a company.

## WORK EXPERIENCE

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### **Panda Cook**, Panda Express, SJSU, 2018 - 2019

- ❖ Prioritized which entrées to cook during rush hours.
- ❖ Handled multiple tasks in the kitchen at once.
- ❖ Managed other cooks in the absence of leads.
- ❖ Managed leads when they were unwilling to do their job

## PERSONAL PROJECTS

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### **Petra Horror Game (TBA)**, August 2019 - Present

- ❖ Worked with a team of fourteen artists and two programmers.
- ❖ Translated story elements and visions into gameplay features.
- ❖ Created features within the time frame of the development schedule.

### **Battle Towers**, May 2019 - August 2019

- ❖ Worked by myself to self study computer science
- ❖ Created a flexible first person controller that handles player input and interacts with other objects in an efficient manner.
- ❖ Solid knowledge of C# object-oriented programming.
- ❖ Blocked out and refined levels in Blender and then imported them into Unity.

### **CADRE ZONE Haunted VR House**, SJSU, 2018

- ❖ Worked with a group of digital media art students to create a Halloween themed VR game using Unity3D and Oculus.
- ❖ Built basic gameplay mechanics and A.I. interactivity using C#
- ❖ Integrated gameplay mechanics with the Oculus API.
- ❖ Provided an entertaining horror experience for over 20 SJSU students.

**EDUCATION:** Digital Media Art; San Jose State University; expected graduation 2021

**SKILLS:** C#, HTML, JavaScript, Unity 3d, Blender

**ACTIVITIES** President, Spartan Fencing Club at SJSU