

Cole Pergerson

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OBJECTIVE

Seeking a game design or gameplay programming internship

WORK EXPERIENCE

Panda Cook, Panda Express, SJSU, 2018 - 2020

- ❖ Prioritized which entrées to cook during rush hours.
- ❖ Handled multiple tasks in the kitchen at once.
- ❖ Managed other cooks in the absence of leads.
- ❖ Prepared vegetables and meat for cooking.

PERSONAL PROJECTS

Tezca: Hidden Below, August 2019 - May 2020

- ❖ Worked on a 3D horror game with a team of 20 SJSU students for the Animation program.
- ❖ Created a variety of gameplay features such as cutscenes and interactable hiding spots.
- ❖ Worked with animators to solve issues and test animation files in Unity3D.
- ❖ Worked in an agile development environment

Cafe Afterlife, Hammer Theater, November 2019

- ❖ Worked with a group of Digital Media Art students to create a Halloween themed art exhibition.
- ❖ Held at the Hammer Theater during San Jose's monthly First Friday art event.
- ❖ Used Blender to create a 3D render of an eerie environment.
- ❖ Gained skills in storyboarding, composition, lighting, and creating materials.
- ❖ Provided an entertaining experience for over a 100 people participating in First Friday.

SJSU NCIFL Fencing Tournament 2019, The Fencing Center, April 2019

- ❖ Reached out to experienced fencers to hire as referees.
- ❖ Managed the pooling and direct elimination of the tournament.
- ❖ Quickly responded to injuries or other medical emergencies.
- ❖ Hosted a competitive college tournament for over 90 fencers.

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

SKILLS: C#, HTML, JavaScript, Threejs, Bootstrap, Unity 3d, Blender

ACTIVITIES President, Spartan Fencing Club at SJSU. Treasurer, SJSU Game Dev Club