

COLLIN · NELSON

SOFTWARE ENGINEER, COMPUTER SCIENCE STUDENT

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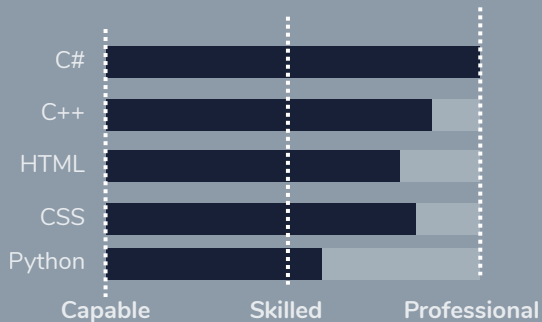
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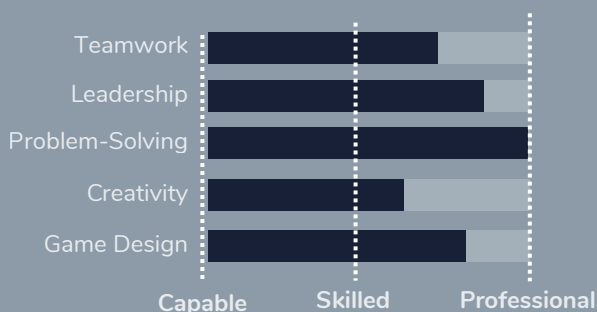


A **passionate** and **driven** student of software development, with a lifelong love of **game design**, and **storytelling**. **5+ years** of working software development experience in an **Agile** environment, building skills of effective large scale software development and **teamwork**. Academically accomplished with a love of learning, and a talent for rapid **problem solving** and self ownership.

LANGUAGES



SOFT SKILLS



TECHNOLOGIES

Visual Studio • VS Code • Unity Engine • Blazor • Unreal Engine • Linux SFML • .NET • Windows • Jira • GIT JSON • XML • Lua • Monogame XFML • Blender • After Effects Davinci Resolve • Adobe Premiere

EDUCATION

Washington State University

- **4.0** College GPA
- Part of the **WSU Top Scholar's** program
- Awarded **2022 Outstanding Sophomore** Award
- Pursuing a degree in Computer Science with a Certificate of Game Studies
- Accepted into the **WSU Honors College**, and invited to take part in the exclusive **Honors Leadership Program**

Pullman High School

- Graduated with a **3.98 GPA** and **High Honor Roll**
- **1530 SAT**; **34 ACT**

WORK EXPERIENCE

Schweitzer Engineering Laboratories

Software Engineering Intern - May, 2018 to Present

- **Full Stack Development:** Responsible for the largely self-managed design and implementation of multiple **complete applications** for internal use, including **backend, frontend, and core systems**.
- **C# Expertise:** Extensive work in C#, including work with Blazor-enabled C# user interfaces.
- **Professional Tools:** Constant application of skills with **Jira, GIT, Microsoft Teams**, and other industry standard productivity tools.
- **Ownership & Innovation:** Frequently tasked with developing and prototyping with **new technologies, ideas, and concepts**, designing and developing proof-of-concepts for later development.

PERSONAL PROJECTS

Artifission <https://github.com/Nelsocol/Artifission>

- Large scale project built in Unity using C#
- Content incomplete, but all **core features are fully implemented and functional**.
- Build **entirely by hand**, without use of the Unity Asset store.
- Features include; A custom user-created spell system, enemy AI state machines, dynamic enemy loading & deloading, an active system for gameplay & cutscene camera controls, fully featured spell effects and status effects system, animated sprites, & platforming controls.

Noctus Engine <https://github.com/Nelsocol/Noctus>

- A small game engine designed for **richly-featured text based adventure games**, designed and constructed as a way of learning the **Lua scripting** language.
- Windows forms/Console project which includes both a custom **player** for .noctus files, and a Windows Forms **editor** for creating games in the right format.
- Combines minimalist plaintext syntax for passage creation, with the full power of **Lua scripting** for advanced game features.
- Feature set modeled after a simplified version of engines like **Twine**

TerrariAnalyzer <https://github.com/WSUCollinNelson/Terrarianalyzer>

- Data mining project; Manually unpacks the binary save files of the game Terraria, and delves them for useful information.
- Can produce from save files, graphs of block distribution by depth, chest and item locations, and a number of other metrics.

Poly_Type <https://github.com/WSU-CptS322-Fall2021/TermProject-BadTeam>

- Group project, consisting of a team of **4 people working for several months**.
- Produced a web-focused application with HTML, CSS, and Python, which aims to provide a modern, competitive way to train typing.
- **Personally responsible** for all front-end development, and UX design, as well as some core functionality.