

Cody Carlson

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EDUCATION

Champlain College, Burlington, VT May 2016
Bachelor of Science in Game Programming
• GPA 3.76

Bedford High School, Bedford, NH June 2012
High School Diploma of Distinction
• GPA 3.8

Relevant Coursework: Intro to Python / Java, Graphic / Game Design, Intro & Advanced Computer Programming, Game Technology, Data Structures & Algorithms, Game Architecture, Game Production, Game AI, Computer Graphics 2, Networking for Games, Game Physics, Mobile Programming

Personal Skills and Experience: Team Oriented Project Work, Version Control, Project Management Tools

Computer Tools: Visual Studio, Flash, Unity, XNA, SVN, Git

Programming Languages: C++, C#, Java, JavaScript, Python, ActionScript3

RELEVANT EXPERIENCE

Champlain College - The Game Studio, Burlington, VT Aug. 2012-May 2016
Game Programmer

- Worked on several team-oriented Game Production projects
- Worked as a programmer in a variety of engines including Flash AS3, Unity, and Unreal 4
- Worked alongside team members of different disciplines, including designers, artists, producers and other programmers

Emergent Media Center, Burlington, VT May 2015-Aug.2015
Advanced Programmer

- Worked for the summer on a game prototype built for a client in Unity 5, using C# and XML
- Developed game systems, UI, and online multiplayer for 2 players
- Worked with a small team of about 5 members – including designers, artists and other programmers
- Delivered a finished playable prototype that the client was very pleased with