

Erik Cooper

As a computer science student, my goal is to fuse creativity and technology, channeling my passion for game development, art, and computers. I aspire to continue finding joy and learning more in all things computers and games.

EDUCATION

Colorado State University, Fort Collins — B.S.

AUG 2023 - PRESENT

- Majoring in computer science. AI and machine learning concentration.

Front Range Community College, Fort Collins — A.S.

AUG 2020 - MAY 2023

- Majored in computer science.
- Leader for the FRCC Computer Science Club.

PROJECTS

Ludum Dare 55 - GATEWATCH — 2024

- End-to-end creation of a solo-developed game within a 48-hour timeframe. Created using Unity 3D, Blender, Aseprite, and Adobe Photoshop.

Ludum Dare 54 - Crate Arcanum — 2023

- Led a small team of 3 from the CSU Game Design Club during a 72-hour game jam.
- Collaborated on Unity 3D development, 2D and 3D art creation, music composition, programming, and overall game design.

FRCC Hackathon — 2023

- Developed a bullet hell game in Unity 2D within 6 hours with a small team of 3 from FRCC Computer Science Club.

PathfindingComparison — 2020

- Created a visual comparison of 4 pathfinding algorithms using Processing and Java: A*, A* (Greedy Variant), Bi-directional A*, and Dijkstra's Algorithm

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SKILLS

Programming Languages

C#, Python, Java, JavaScript (NodeJS, ReactJS), C++/C

Software

Unity 3D/2D, Blender, Adobe Substance Painter, Adobe Photoshop, Git / Github, Aseprite, Node.js, Visual Studio, Windows

Technical Skills

Object-oriented programming, algorithms and data structures, version control (Git), agile/scrum, game design, 3D modeling, UV mapping, 3D texturing, Unity Shadermap, UI design

Soft Skills

Problem-solving, teamwork, adaptability