

# Erik Cooper

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I'm a recent computer science graduate with a focus on AI/ML, and a strong interest in game development and digital art. I've always enjoyed blending creativity with technology, whether building games, designing visuals, or writing code. I'm especially drawn to projects where I can take on both technical and artistic roles to bring ideas to life.

## Education

### Colorado State University

*Bachelor's, Computer Science*

*May 2025*

### Front Range Community College

*Associate's, Computer Science*

*May 2023*

## Projects

### Hint Activation Methods in Mixed Reality

*February 2025 - May 2025*

- A mixed reality experiment researching activation methods for context tutorials. Presented as a space-flight pseudo-simulation.
- Developed as the final project for Multimodal Interaction course.
- Built in Unity Engine 3D and C# using OVR toolkit. Created assets using Blender 3D and Adobe Substance Painter

### A Little Visual of Goldbach's Conjecture

*October 2024 - November 2024*

- Final project for Mathematics of Information Security course. Created with goal of making generative art pieces.
- Processing (Java) based tool to visualize prime pairs in Goldbach's conjecture, revealing modular patterns using a dataset of primes under 10 million.

### Game Jam Projects

*October 2023 - Present*

- Accumulated portfolio of 4 game jam submissions for the Ludum Dare international game jam. Developed various game development skills across all disciplines, including game design, UI/UX, sound production, 3D and 2D asset workflows, team-based project management, and both object-oriented and data-oriented programming
- LD57 JAM (April 2025): Project Planetfall: The Exodus Directive
- LD56 JAM (October 2024): Creature Box
- LD55 COMPO (April 2024): GATEWATCH
- LD54 JAM (October 2023): CRATE ARCANUM

## Skills

- **Programming Languages:** C#, Python, Java, JavaScript, TypeScript, C/C++
- **Tools:** Unity, Blender 3D, Node.js, Pytorch, Tensorflow, Git/GitHub, Adobe Photoshop, Adobe Substance Painter, Aseprite
- **Concepts:** Machine Learning, Mixed Reality, Convolutional Neural Networks, Multimodal Interaction, Object-Oriented Programming, Data-Oriented Programming, Data Structures & Algorithms, High Performance Computing (HPC), 3D Modeling, Game Design, Computer Graphics, Shaders, Agile, SCRUM
- **Soft Skills:** Creative Problem Solving, Communications, Teamwork, Learning & Adaptability
- **Interests:** Game Development, Digital Painting, Dungeons & Dragons, Space, Coffee, Wizardry