

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, 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
- **Other:** Espresso Preparation