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 - MAY 2025

• 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 57 - Project Planetfall — 2025

• Co-developed a sci-fi survival game in Unity for Ludum Dare 57, collaborating on programming and design while leading art creation under a 72-hour deadline.

Ludum Dare 56 - Creature Box — 2024

Worked in a small team of 4 to create a simulation game for the
 72-hour fall game jam. Experimented using Unity's ECS system, wrote game design, worked shaders, and modeled 3D assets

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.

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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, machine learning, version control (Git), agile/scrum, game design, 3D modeling, UV mapping, 3D texturing, Unity Shadermap, UI design

Soft Skills

Creative problem-solving, teamwork, adaptability, learning

Other Skills

Espresso preparation