Colan Biemer

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CB

Summary

My focus is in Artificial Intelligence and Game Programming & Development. I enjoy immersive stories and challenging problems that can be solved through various approaches and techniques.

Experience

Programmer, Entrepreneurial Game Studio
Philadelphia, Pa — October 2013-Present

- Lead developer on the "World's Largest Architectural Video Game." Using existing code base created single and multiplayer Tetris on both sides of the Cira Center building.
  - Optimized codebase to feature better design principles and built in double buffering.
  - Media coverage included over 1,500 articles and mentions along with an estimated 2.2 billion views.
- Developer for augmented reality game, for IOS, based on Netrek using city buildings as objectives for players to capture.
  - Researched multiple online services such as Azure and AWS to implement server calls and the player database.
  - Built fully featured chat system, and window, for player to player interaction.

R&D Innovations Team Development Co-op, iPipeline
Philadelphia, Pa — April 2015-Present

- Lead developer, coordinated with outside vendor to implement form tracking and analytics into existing product for evaluation from EVP of project management.
- Developed SMS based systems with Node.js and Twilio
  - Created "Insurance Builder," which received basic information from the user and sent back a life insurance quote. This included error handling and recommendations for the user when errors were encountered.
  - Lead Developer of "Pipe-SMS," a one-way texting service designed for other iPipeline applications.
- Researched wearable tech for in-house fitness hackathon and developed OAuth service to verify data retrieval from available REST services.

Education

Drexel University
Computer Science B.S. anticipated 2017. GPA: 3.39

Technical

Languages: C, C++, C#, Java, Javascript (Node.js), Objective-C, Python, and Swift
Operating Systems: Mac OSX, Ubuntu (unix), and Windows
Other: Memcached, MongoDB, and NGINX

Other

- Dean's list Winter-Fall, 2014.
- Lead Programmer on Z-Day, a 3d Unity game where the zombie fights an onslaught of enemy drones.
- Developed Game 1ne, IOS game featuring an orb collecting other orbs.
- Programmer for VHS Sim, a Game Maker game simulating a clerk in a VHS store.