

# COLTON MIR

## SOFTWARE ENGINEER

### OBJECTIVE

To obtain a software engineering position in a high-quality environment where I can learn and develop my skills as an individual contributor while adding value to The Home Depot's organization.

### PROFESSIONAL EXPERIENCE

**Real-time Software Engineer** - 05/2020 - Present

**Boeing (MQ-25 Stingray)** - Saint Louis, Missouri



- Programmed GUIs on RC-displays that control Air Vehicle-Ground Taxiing
- Reviewed reports from UX Designers & Navy personnel to draft and revise requirements based on user feedback
- Designed and produced tools to determine accurate geodesic distances/bearings/angles/etc. between global coordinates
- Flexibly supported Functional Quality Testing (FQT) and Systems Integration Testing; wrote over 400 pages of procedures for testing my team's hardware

**Customer Service Representative** - 06/2017 - 08/2018

**Thermtech of Waukesha** - Waukesha, Wisconsin

- Reviewed and evaluated pricing for products, then quoted orders for new and returning customers
- Communicated with work floor to update frustrated/inquiring customers
- Delivered rushed work and shipments to customers' loading docks & offices

### EDUCATION

**Bachelor of Science: Animation & Game Design** - 07/2017 - 12/2019

**Purdue University** - West Lafayette, Indiana

- Cumulative GPA: 3.97
- Purdue's Presidential Scholarship Recipient
- Dean's List & Highest Distinction Graduate
- Graduated 2 majors in 2.5 years



### RELEVANT PROJECTS

**Purdue Nursing Department VR Simulation** - 08/2019 - 12/2019

- Tasked with creating a "Room of Errors" VR simulation for nurses' educational practice
- Reverse engineered a VR point-and-teleport blueprint to create an object selection tool
- Worked closely with 3 teammates and a Nursing Department Sponsor

**Ellipse Mobile App** - 12/2018 - Present

- Programmed 2D Sidescroller of rocket ship orbiting between planets in seamless ellipse trajectories
- Packaged in Unreal Engine 4, shipped to Google Play Store
- Teamed up with a partner (artist) for the duration of the project

### CONTACT

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### PROFICIENT SKILLS

- OOP in C++
- CI/CD Tools, Groovy language (for Jenkins, Jenkinsfiles)
- Git
- Agile & Scrum Workflow
- UX/UI Software Development Experience
- FQT & Systems Integration Testing
- Microservice-based architecture
- Collaboration Tools (Jira, Confluence, Bitbucket)
- Unreal Engine 4 Android development

### FAMILIAR SKILLS

- OOP in C# & Java
- HTML & CSS
- Adobe Creative Cloud Applications: Photoshop, After Effects, & Dreamweaver