

# Cole Mueller

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## Experience

### **Client Engineer | Dire Wolf Digital, Inc.**

*June 2024 - Present*

- Implemented front-end game features using new and pre-existing systems
- Contributed to large established codebase to support and maintain new board game features
- Created tools and solutions to aid artists in development
- Supported artists with implementation of new art or animation assets and features
- Design systems to work within an existing data-driven development environment

### **Cascadia - Client Programmer**

Digital Board Game (Steam) - Unity

- Implemented support for three rotating daily challenges
- Identified, investigated, and solved various gameplay and graphics bugs
- Collaborated with artists and server engineers to implement new game features
- Implemented in-game UI and front-end menu flows

### **Multimedia Programmer II | Gromelski & Associates, Inc. (Lockheed Martin)**

*2019 - 2024*

**Client:** U.S. Navy (Department of Defense)

- Designed and develops interactive 3D training simulations using C# in Unity
- Created stand-alone desktop tools and applications using various tech stacks
- Developed feature-rich web applications using HTML, CSS, and JavaScript
- Automated company development pipeline leading to increased efficiency and product iteration
- Created new features and tools for browser-based applications
- Developed desktop software to author, view, and edit S1000D schema-compliant XML
- Created SCORM-conformant e-learning material using Lectora, Moodle, and JavaScript

### **Maintenance Training Simulation - Lead Programmer**

Desktop Application - Unity, XML, Subversion

- Programmed readable, modern, and robust code in a large existing codebase
- Developed camera controls to view and manipulate in-game 3D objects
- Designed and implemented an interactive GUI system to emulate real-world software
- Implemented in-game actions to mirror real-world maintenance tasks on submarine hardware and software systems
- Developed a system to build in-game assets at runtime using external XML files

### **Flowchart Authoring Tool - Sole Developer**

Desktop Application - Unity, .NET, XML

- Built a stand-alone desktop application in Unity to author, read, and publish interactive flowcharts for use in browser-based XML data viewers
- Wrote robust input, display, and data management systems in C#
- Implemented internal debug tools using .NET and WinForms
- Created a clean, responsive, and feature-rich user interface to make developing flowcharts as intuitive as possible
- Created a system to read, write, and validate flowchart XML in the S1000D schema

### **Gameplay Designer/Programmer | Root121 Games LLC**

2017 - 2018

- Designed and implemented core gameplay features
- Programmed mechanics, systems, and effects using C# in Unity
- Created technical art as shaders, particle systems, and simulations
- Implemented art/animation assets and developed animation systems
- Built and optimized for PC/Mac/Xbox One platforms

### **Groundless - Gameplay Programmer**

Video Game (PC/Xbox) - Unity, Autodesk Maya, Perforce

- Designed custom input system to support four independent player inputs simultaneously in a local co-op game
- Programmed all player gameplay actions and UI functionality
- Implemented 3D character models and animations to support independent upper and lower-body animations and real-time hair physics

### **Web & Unity App Developer | K'NEX LPG**

2017

- Developed new mobile app features using C# in Unity
- Created custom developer tools to manage web and mobile app development
- Developed web pages and features for an online storefront
- Deployed and managed Google Ad campaigns for new and existing product lines

### **K'NEX® 3D - Programmer**

Mobile Application - Unity, Autodesk Maya, WebGL, JavaScript

- Programmed mobile features to view and interact with 3D products
- Implemented an asset pipeline to update products remotely with Unity Asset Bundles
- Published and maintained builds on Android, iOS, and Amazon platforms
- Developed a dynamic WebGL build for usage on the company website

## **Skills**

**Skills:** 3D / 2D Game Development, Mobile / Desktop Development, Rapid Prototyping, Tech Art, UI / UX

**Technologies:** C#, C++, three.js, HTML, CSS, JavaScript, Python, Java, Visual Basic, Winforms

**Software:** Unity, Unreal, GameMaker, Lectora, Moodle, Visual Studio, Autodesk Maya, Adobe Photoshop, Microsoft Office, Redmine, GitLab, GitHub, Bitbucket

**Version Control:** GIT, Subversion, Perforce

## Education

### **Drexel University**

Bachelor of Science in Game Art and Production | Minor in Computer Science

**Awards:** Cum Laude, Dean's List

*Sept 2014 - June 2018*

### **Vertex School**

Unreal Engine / Blueprint Training

*Oct 2023 - Dec 2023*