Cole Mueller

Interactive Software / Web Developer

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EXPERIENCE

Gromelski & Associates — *Multimedia Developer Programmer II*

JANUARY 2019 - PRESENT   Manassas, VA

Client: Lockheed Martin, U.S. Navy (Department of Defense)

- Develops interactive 3D training simulations using C# in Unity
- Creates stand-alone desktop tools and applications using Unity, Python, and JavaScript
- Automates developer workflows and version control using shell scripts and application macros
- Creates new features and tools for browser-based applications
- Develops software to author S1000D schema compliant XML

Root121 Games LLC — *Gameplay Designer / Programmer*

MARCH 2017 - OCTOBER 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 designed animation systems
- Built and optimized for PC / Mac / and Xbox One platforms

K'NEX LPG — *Web & Unity App Developer*

APRIL 2017 - SEPTEMBER 2017

- Developed new mobile app features using C# in Unity
- Maintained and updated existing products for a mobile app and website
- Implemented an asset management system to update products remotely as bundled assets
- Published and maintained builds on Android / iOS / Amazon platforms
- Developed a WebGL build for usage on product webpages

PROJECTS

Maintenance Training Simulation - *Lead Programmer*

DESKTOP APPLICATION - UNITY, XML, SUBVERSION

- Programmed efficiently in an existing code-base
- 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

Groundless - *Gameplay Programmer*

VIDEO GAME - UNITY, MAYA, AUDIOKINETIC WWISE, PERFORCE

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

SKILLS

Languages:
- C# / C++
- HTML / CSS / JavaScript
- Python
- TypeScript / VBA
- Command / Batch / Shell

Software:
- Unity
- Maya
- Electron
- Photoshop
- Microsoft Office

Version Control:
- GIT
- Subversion
- Perforce
- Redmine

AWARDS / CLEARANCES

- Active Secret Clearance (2019 - present)
- BSA Eagle Scout
- IB Graduate
- Drexel University ACM SIGGRAPH

EDUCATION

Drexel University, Philadelphia, PA

SEPT 2014 - JUNE 2018

BS in Game Art and Production Minor in Computer Science

Cum Laude