Cole Mueller

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Experience

Multimedia Developer Programmer II   *Jan 2019 - Present*
Gromelski & Associates, Inc. (Lockheed Martin)
Client: U.S. Navy (Department of Defense)
- Designs and 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 desktop software to author S1000D schema-compliant XML
- Creates SCORM-compliant e-learning material using Lectora/Moodle/JavaScript

Gameplay Designer/Programmer   *Mar 2017 - Oct 2018*
Root121 Games LLC
- 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/Xbox One platforms

Web & Unity App Developer   *Apr 2017 - Sept 2017*
K'NEX LPG
- Developed new mobile app features using C# in Unity
- Maintained and updated existing product pages for a mobile app and website
- Implemented an asset management system to update products remotely as Unity Asset Bundles
- 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 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
- Developed a system to build in-game assets at runtime using external XML files

Groundless - *Gameplay Programmer*
Steam Release (PC/Xbox) - Unity, Autodesk Maya, Audiokinetic Wwise, Perforce
- Designed custom input system to support four independent player inputs simultaneously in a 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

Clearance: Active Secret (2019 - Present)
Languages: C#, C++, HTML, CSS, JavaScript, Python, Visual Basic, Command/Bash/Shell Scripting, .NET WPF/Winforms
Software: Unity, Visual Studio, Autodesk Maya, Electron, Adobe Photoshop, Microsoft Office, Redmine, GitLab, GitHub, Bitbucket
Version Control: GIT, Subversion, Perforce

Education

Drexel University   *Sept 2014 - June 2018*
Bachelor of Science in Game Art and Production | Minor in Computer Science
Awards: Cum Laude, Dean's List