

Colin Schulte

Software Developer

Passionate about technology and its impact on our lives

GITHUB <https://github.com/colinschulte> | PORTFOLIO colinschulte.github.io

WORK EXPERIENCE

DevSecOps Analyst — LaunchCode/Boeing

February 2022 - April 2023

- Wrote scripts to iteratively build, test, and orchestrate containers to enable processing of flight test data in the cloud as opposed to manual archive retrieval (Estimated cost savings of over \$2 million)
- Developed using AWS, Python, Docker, Kubernetes, SQL, GCP

Delivery Driver — Papa John's/DoorDash 2019 - 2022, 2023 - Present

Utility Worker — Bon Appétit at Wash U 2015 - 2019

PROJECT EXPERIENCE

The Road Jess Traveled — Unity 3D Video Game

<https://github.com/colinschulte/3DPlatformer>

- Independently made "Collectathon" 3D platformer video game
- Run and jump through environments to explore and collect items
- Demo available at <https://miniscule.itch.io/the-road-jess-traveled>
- Developed with Unity, C#, Visual Studio, 3D modeling in Blender

Parlor Games — Card Game Collection

<https://github.com/colinschulte/ParlorGames>

- Allows playing of Blackjack and War against computer opponents
- Developed with C#, .NET 5, HTML, Docker, Heroku

Planet Generator — 3D Model Generation

<https://github.com/colinschulte/planetgeneration>

- Procedurally generates 3D planet models using seeding
- Uses GUI to dynamically alter sea/atmosphere levels, and colors of terrain, sea, atmosphere, and lighting
- Developed with JavaScript, HTML, THREE.js, dat.GUI

EDUCATION

St. Louis Community College Associate's Degree

Software Development — Graduated 2021

LaunchCode LC101/Liftoff Programming Courses — 2017-2018

SKILLS

LANGUAGES

- C#
- Python
- Java
- HTML5
- CSS3
- JavaScript

FRAMEWORKS

- .NET Core
- .NET 5

DATABASES

- MySQL
- MS SQL Server

TOOLS

- AWS
- Git
- Docker
- Visual Studio
- VS Code
- Agile
- Unity
- THREE.js
- Heroku
- Terraform
- ASP.NET