Colton Onderwater

Locations: Perth Western Australia | Remote

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Links: www.github.com/colton-o | www.coltononderwater.com |
www.linkedin.com/in/coltononderwater/

Education

Bachelor of Engineering (Software Systems)　　　　　*Feb. 2024 - Present*

Curtin University | Perth WA

- Relevant Coursework: C Programming, Digital Design, Software Engineering Principles
- CWA: 65

Bachelor of Interactive Entertainment (Game Design)　　　　*2015*

SAE Qantm | Perth WA

Professional Development

nRF Connect SDK Fundamentals　　　　　*2023*

Nordic Semiconductor dev-academy

CS50 - Introduction to Computer Science　　　　　*2019*

EDX.org

Certificate IV Training and Assessing　　　　　*2019*

South Metropolitan TAFE

Technical Skills

Languages: C, C++, C#, Python, Rust

Tools: Git, Linux developer Environment (Arch), MSP430 and NRF5340 microcontrollers, Unity, UE4

Other Skills

Agile project management, Team Communication Strategies, Documentation

Employment History

Lecturer   *Jan 2017 – Dec 2023*

South Metropolitan TAFE

- Instructed courses on game design principles, introduction to C#, introduction to Python, project management and industry practices, and emerging technologies such as AWS.
- Developed course content according to standards set by the Department of Education
- Validated course material of other lecturers to ensure organizational standards were met

Lecturer   *Feb 2022 – Sep 2022*

SAE

- Instructed courses on Introduction to VR/AR design

Lecturer   *Jan 2020 – Sep 2023*

Mount Pleasant College

- Instructed courses introducing the fundamentals of video game development
- Successfully designed a course that achieved accreditation

Independent Video Game Developer   *2015 - 2022*

www.coltononderwater.com

- Developed various solo and small team projects across multiple platforms, including mobile and PC.
- Worked with Unity and Unreal Engine 4 (UE4) for both 2D and 3D applications.
- Took on roles in art, programming, and design, functioning as a developer generalist.

Projects

University

Custom built ALU using QUARTUS II

- Designed a ALU starting with just logic gates and implementing combinational and sequential circuits with hierarchical design
- Tested and simulated ALU with a custom testbench written in Verilog

Personal

Stewart Platform with a nrf5340

https://github.com/colton-o/stewart_platform

- Designed and constructed a Stewart Platform using a series of servo motors and a nr5340 development board. Implemented behaviours using PWM and Zephyr programming tools