

Colin Trotter

18963 Northern Dancer Ln | Yorba Linda, CA 92886

Cell: 714-606-1310 | Email: catrotter@cpp.edu | Portfolio: <https://ctrotsky.github.io/>

Education

California State Polytechnic University, Pomona.

(Graduation: June 2017)

Bachelor of Science in Computer Science.

GPA: 3.54

Technical Skills

Languages: Java (Proficient), C# (Proficient), C++ (Familiar), Lua (Familiar), Python (Familiar)

Software: Unity Game Engine, Eclipse, Netbeans, Git, SourceTree

Skills: Object-Oriented Programming, Data Structures and Algorithms, Agile Development

Projects and Experience

"InVRasion" (WIP) (Jan 2017 – Present)

- Work in progress VR game for the HTC VIVE created in Unity3D using C#. The VR player is a giant monster, while up to 4 other players play in co-operative split-screen fighting the monster.
- Programmed weapons functionality and locomotion programming for the VR player, as well as player controls for split-screen players.

"Battle of the Bards" – Hackpoly 2017 Hackathon (Cal Poly Pomona) (Feb 2017)

- Lead programmer and designer for *Battle of the Bards*, a mashup Rhythm/RPG game created in Unity using C#. Players fight an RPG boss battle by playing rhythm game segments.
- Created the rhythm game and music generation system, where players must play musical notes on-beat using a guitar controller.
- Won **'Best Game Hack'** and **'2nd Place Overall'** categories against 71 competing hacking teams.

"Seismic Shift" – Global Game Jam 2017 (Irvine) (Jan 2017)

- Programmer for *Seismic Shift*, an infinite runner game created in Unity3D using C#. Players must survive driving through a procedurally generated city that is being destroyed by an earthquake.
- Developed a spline-based, dynamic road mesh generation system. Road meshes can be dynamically created along a spline, and allows for seismic waves to propagate through the roads

"Sumo Pucks" – Citrus Hack 2016 Hackathon (UC Riverside) (Oct 2016)

- Lead programmer for *Sumo Pucks*, a competitive party multiplayer game using C# in Unity.
- Local multiplayer party game where players attempt to bounce each other off a platform.
- Won **'Best Game Hack'** category against 53 other attending hacking teams.

Awards and Achievements

- **Best Game Hack and 2nd Place Overall** – Hackpoly 2017 (2017)
- **Best Game Hack** – CitrusHack 2016 (2016)
- **Excellence in Computer Science Award** – Yorba Linda High School (2013)

Clubs and Associations

CPP Game Development and Design Club (2016 - 2017)

- Club for aspiring game developers and designers. Regularly attend Hackathons and Game Jams.

CPP Computer Science Society (CSS) (2016)

- Club for students with interests in technology with topics including software development, programming languages, and operating systems.