

Dean Cohen

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Skills

Languages: C#, C++, C, ShaderLab, HTML, CSS, and Javascript

Software: Unity, Unreal, Adobe Creative, Suite, Visual Studio, Blender, Maya

Gameplay Programming: Implementation of gameplay systems and logic in both C++ and C#, including player controls and movement, game mode creation, spawning systems, use of vector math, and basic AI functionality

Achievements

Worked with NASA SUITS to create an AR HUD for astronauts on EVA spacewalks

Created a VR multiplayer cooperative puzzle game in Unity entirely the course of a year

Created fighting/party game for the GMTK game jam and created an arcade version for a local Boise barcade

Education

Bachelor's of Science in Games Interactive Media and Mobile Technology
Minor Psychology --- 2019
Dean's List with Highest Honors - 3.9 G.P.A.

Experience

Software Engineer:
Cask LLC, Boise ID,
2019 - Present
Develop logic and algorithms in a custom application for wildfire dispatch in the United States.

Software Developer:
360 Immersive, Boise ID,
May 2019 - September 2019
Developed custom virtual and augmented reality training simulations for various companies and organizations.

GIMM Dev Team Developer:
Boise State University, Boise ID,
2016 - 2019
Worked as a main programmer for various games and interactive media pieces including a VR game detailing a local artist's experience and eventual recovery from an eating disorder.