

# Dean Cohen

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## Skills

**Languages:** C++, C, C#, ShaderLab, HTML, CSS, 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

- Unity Certified Developer (2016-2018)
- Worked with NASA SUITS to create an AR HUD for astronauts on spacewalks.
- Created VR multiplayer cooperative puzzle game in Unity entirely on my own over the course of a year.

## 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:

360 Immersive, Boise ID,  
2019 - Present

Develop custom virtual and augmented reality training simulations for various companies and situations.

### 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.

### Game Programmer:

Bion Studio, Boise ID,  
2016 - 2017

Developed gameplay systems for various projects including a dynamic alchemy system, soft-body physics, and procedural music.