

# Colten Judice

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github.com/gitcolt

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## Education

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### Bachelor of Science and Arts

The University of Texas at Austin, Aug 2020

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## Experience

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### Developer (contract)

Nov 2021 – Present

American Airlines

- Ported a legacy Delphi aircraft maintenance tracking application to .NET
- Made fundamental design decisions
- Contributed to the project design document

### Lead Developer

Aug 2020 – Nov 2021

Ayoka Systems

- Built custom enterprise applications (.NET, Google Cloud/AWS, Vue, Linux, Yocto, Mender)
- Acted as the primary liason between the company and project stakeholders
- Contributed to several projects simultaneously
- Made critical design decisions according to clients' needs
- Delegated tasks to other developers and mentored interns

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## Skills

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|------------------------|-------------------------|
| • C/C++                | • OpenGL/WebGL          |
| • C#/.NET              | • Javascript/TypeScript |
| • Linux administration | • Bash/shell scripting  |

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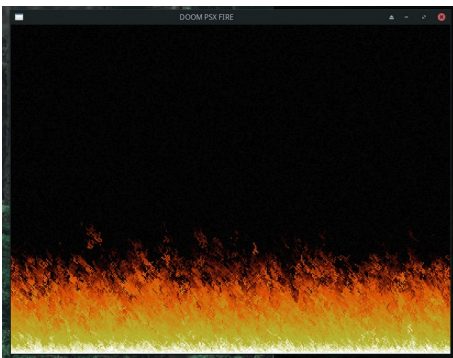
## Projects

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### PSX Doom Fire ( C )

The Playstation Doom fire effect recreated with OpenGL

source: <https://github.com/gitcolt/psx-doom-fire-opengl>





### **3D Level Editor ( Javascript )**

*First iteration* – a pseudo-3D software rendered program based on Fabien Sanglard's blog post detailing the workings of Duke Nukem 3D's Build Engine ([https://fabiansanglard.net/duke3d/build\\_engine\\_internals.php](https://fabiansanglard.net/duke3d/build_engine_internals.php))

demo: <https://js-renderer.herokuapp.com>

*Second iteration* – rewritten with WebGL

source <https://bitbucket.org/bbcolt/unnamed-project>

*Third and current iteration* – rewritten in TypeScript with WebGL

source: <https://bitbucket.org/bbcolt/unnamed-project2>



### **Keyboard Renderer ( C )**

an experiment in rendering text on an RGB keyboard

video: [https://odysee.com/@.:0f/keyboard\\_text\\_renderer:b](https://odysee.com/@.:0f/keyboard_text_renderer:b)

source: <https://github.com/gitcolt/kbrenderer>

### **bbmachine ( Python, Django )**

a tool for discovering subdomains for bug bounty targets

source: <https://github.com/gitcolt/bbmachine>