

Colten Judice

colten@utexas.com

github.com/gitcolt

Education

Bachelor of Science and Arts (Computer Science)

The University of Texas at Austin, Aug 2020

Experience

Developer (contract)

Nov 2021 – Present

American Airlines

- Ported a legacy Delphi aircraft maintenance tracking application to a .NET web application
- 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

Skills

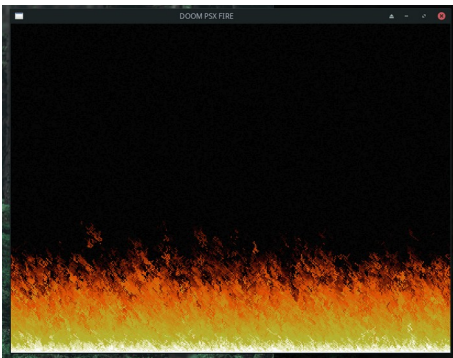
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|------------------------|-------------------------|
| • C/C++ | • OpenGL/WebGL |
| • C#/.NET | • Javascript/TypeScript |
| • Linux administration | • Bash/shell scripting |

Projects

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)

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

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

bbmachine (Python, Django)

a tool for discovering subdomains for bug bounty targets

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