

John Coleman “Cole” Ludwig

Objective

- Seeking an opportunity to work on various projects as part of a team, while utilizing Computer Science education

Skills

- Experience in Java, Javascript, C#, PHP, CSS, HTML, Python, Unity and Phaser. Understanding and experience with Agile Software Development, Extreme Programming, and Scrum method of project management

Experience

June 2016 - Aug 2016 Plow Digital/ Plow Games Indianapolis, Indiana

Software Development Internship

- Worked with a scrum team to develop an HTML5/Javascript promotional game for a client
- Worked with face-tracking software to create a demonstration for museum exhibits
- Involved with numerous presentations and company events

Oct 2014 - Dec 2015 Ball State University - Muncie, Indiana
Operations Control Center

Student Technician

- Checked server statuses/ minor troubleshooting and maintenance
- Monitored systems, contacted appropriate personnel if problems arise
- Answered phones, assisted with technical problems and emergencies

Education

- Graduated from Ball State University (Muncie, IN) in May 2016 with a Bachelor of Science in Computer Science

Activities

Spring Game Studio

- Worked with the Indianapolis Children’s Museum and a multidisciplinary team to create an educational Android game about the International Space Station using Scrum and Extreme Programming

Multiple Game Jams/ Hackathons

- Winner of 2016 24 Hour Hack Xtern for “Buried Alive”, an HTML5/Javascript game
- Awarded with Oculus Rift for participation in IU Virtual Reality Hackathon
- Attended and participated in multiple other Game Jams/ Hackathons

jcludwig@bsu.edu · www.coleludwig.com
10793 Forest Lake Ct., Indianapolis, IN 46278
317-903-0372

References

Paul Gestwicki	Professor, Scrum Master for Spring Game Studio	(765) 285-8668 pvgestwicki@bsu.edu
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Greg Phillips	Partner - Plow Digital	(317) 822-7002 gphillips@plowdigital.com
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Derek O'Dell	Partner - Plow Digital	(317) 822-7002 dodell@plowdigital.com
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