

# Cole Mueller

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## Experience

### **Multimedia Programmer II | Gromelski & Associates, Inc. (Lockheed Martin)**

*2019 - Present*

**Client:** U.S. Navy (Department of Defense)

- Designed and develops interactive 3D training simulations using C# in Unity
- Created stand-alone desktop tools and applications using various tech stacks
- Developed feature-rich web applications using HTML, CSS, and JavaScript
- Automated company development pipeline leading to increased efficiency and product iteration
- Created new features and tools for browser-based applications
- Developed desktop software to author, view, and edit S1000D schema-compliant XML
- Created SCORM-conformant e-learning material using Lectora, Moodle, and JavaScript

#### **Maintenance Training Simulation** - *Lead Programmer*

Desktop Application - Unity, XML, Subversion

- Programmed readable, modern, and robust code in a large existing codebase
- Developed camera controls to view and manipulate in-game 3D objects
- Designed and implemented an interactive GUI system to emulate real-world software
- Implemented in-game actions to mirror real-world maintenance tasks on submarine hardware and software systems
- Developed a system to build in-game assets at runtime using external XML files

#### **Flowchart Authoring Tool** - *Sole Developer*

Desktop Application - Unity, .NET, XML

- Built a stand-alone desktop application in Unity to author, read, and publish interactive flowcharts for use in browser-based XML data viewers
- Wrote robust input, display, and data management systems in C#
- Implemented internal debug tools using .NET and WinForms
- Created a clean, responsive, and feature-rich user interface to make developing flowcharts as intuitive as possible
- Created a system to read, write, and validate flowchart XML in the S1000D schema

#### **Training Courseware** - *Developer*

Online Interactive Courseware - Lectora, Moodle, JavaScript

- Created multiple eLearning courses for training new employees in a medical setting
- Programmed interactivity with Lectora features and custom JavaScript
- Implemented SCORM-conformant quizzes and testing for each course
- Deployed and managed multiple courses on the Moodle learning management system

## Gameplay Designer/Programmer | Root121 Games LLC

2017 - 2018

- Designed and implemented core gameplay features
- Programmed mechanics, systems, and effects using C# in Unity
- Created technical art as shaders, particle systems, and simulations
- Implemented art/animation assets and developed animation systems
- Built and optimized for PC/Mac/Xbox One platforms

### **Groundless** - *Gameplay Programmer*

Video Game (PC/Xbox) - Unity, Autodesk Maya, Perforce

- Designed custom input system to support four independent player inputs simultaneously in a local co-op game
- Programmed all player gameplay actions and UI functionality
- Implemented 3D character models and animations to support independent upper and lower-body animations and real-time hair physics

## Web & Unity App Developer | K'NEX LPG

2017

- Developed new mobile app features using C# in Unity
- Created custom developer tools to manage web and mobile app development
- Developed web pages and features for an online storefront
- Deployed and managed Google Ad campaigns for new and existing product lines

### **K'NEX® 3D** - *Programmer*

Mobile Application - Unity, Autodesk Maya, WebGL, JavaScript

- Programmed mobile features to view and interact with 3D products
- Implemented an asset pipeline to update products remotely with Unity Asset Bundles
- Published and maintained builds on Android, iOS, and Amazon platforms
- Developed a dynamic WebGL build for usage on the company website

## Skills

**Clearance:** Active Secret (2019 - Present)

**Skills:** 3D / 2D Game Development, Mobile / Desktop Development, Rapid Prototyping, Tech Art, UI / UX

**Technologies:** C#, C++, three.js, HTML, CSS, JavaScript, Python, Java, Visual Basic, Winforms

**Software:** Unity, Unreal, GameMaker, Lectora, Moodle, Visual Studio, Autodesk Maya, Adobe Photoshop, Microsoft Office, Redmine, GitLab, GitHub, Bitbucket

**Version Control:** GIT, Subversion, Perforce

## Education

### **Drexel University**

Sept 2014 - June 2018

Bachelor of Science in Game Art and Production | Minor in Computer Science

**Awards:** Cum Laude, Dean's List

### **Vertex School**

Oct 2023 - Dec 2023

Unreal Engine / Blueprint Training