Cole Mueller

(970) 576-4544
www.cole-mueller.com
coleaaronmueller@gmail.com

Experience

Client Engineer | **Dire Wolf Digital, Inc.**   *June 2024 - Present*

- Implements front-end game features using new and pre-existing systems
- Contributes to large established codebase to support and maintain new game features
- Creates tools and solutions to aid artists in development
- Supports artists with implementation of new art or animation assets and features
- Designs systems to work within an existing data-driven development environment
- Implements in-game UI, front-end menu flows, and animation events
- Works with backend engineers to develop online features and maintain data integrity

   Project Releases *(Steam, iOS, Google Play)*
   - Cascadia
   - Clank! Digital: Sunken Treasures
   - Isle of Cats

Multimedia Programmer II | Gromelski & Associates, Inc.   *2019 - 2024*

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

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

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