

MICHAEL T. COLE

WORK EXPERIENCE

ZYNGA BOSTON, *Software Engineer* Jun 2012 – Oct 2012

- Implemented gameplay for unreleased Facebook game using Adobe Flash.
- Prototyped multiple mobile games for iOS and Android utilizing Adobe AIR.

STUPID FUN CLUB, *Software Development Engineer* Aug 2011 – May 2012

- Built messaging infrastructure for Arduino based hardware technology and Adobe Flash clients for pilot TV show.
- Prototyped a mapping application for a NDA project using Windows Presentation Foundation.

MICROSOFT (XBOX LIVE), *Software Development Engineer* Jul 2010 – Jun 2011

- Extended and refined application for animating Xbox LIVE Avatars.
- Contributed to XNA UI framework and used it to prototype a multiplayer checkers game.
- Fixed several critical ship-stopping bugs in Windows Phone 7 games delivered by vendors.
- Proposed redesigned game notifications system. Worked with leadership to get cross division acceptance.
- Migrated existing Web services to Windows Azure.

ELECTRONIC ARTS (TIBURON), *Software Engineering Intern* May – Aug 2009

- Created a stand-alone tool to enforce company coding style and standards using C# and XML. Later integrated this tool in Visual Studio and Perforce.
- Enhanced build process by creating a stand-alone tool for determining code size changes between builds using C#. Later integrated into the formal check-in process and the automated build system.

PROJECTS

SURFACESCAPES, *Lead Programmer* Sep 2009 – May 2010

- Built a prototype of Dungeons and Dragons on the Microsoft Surface to help aid storytelling and automate tedium of Dungeons and Dragons using C# and XNA.
- Presented prototype at Game Developer's Conference and Penny Arcade Expo East.

SOUDA, *Lead Programmer* Jan – May 2009

- Helped design and produce a total of seven different applications for Lockheed Martin focusing on data visualizations and business applications using the Microsoft Surface on an eleven member team.
- Prototyped a gesture library, custom voice and touch input, a Google Earth-inspired application and a mouse emulation tool.

LEAFVIEW, *User Interface Designer/Programmer* Jan – May 2008

- Prototyped a new user interface using C# for an electronic field guide created by Columbia University and University of Maryland to assist botanists in identifying and collecting plant specimens.
- Integrated augmented reality into the electronic field guide to allow for situated visualization using C# and GoblinXNA.

SKILLS

- Programming Languages: C#, C/C++, Java, Action Script 3, SQL, PHP, JavaScript, Python, HTML and Perl
- Software: Visual Studio, Eclipse, Adobe Photoshop, Adobe Illustrator and Adobe Flash
- Engines and Libraries: XNA, OpenGL and OpenCV

EDUCATION

CARNEGIE MELLON UNIVERSITY Class of 2010

Master of Entertainment Technology

- Cross-disciplinary master's degree jointly conferred by the School of Computer Science and the College of Fine Arts
- Specialization in Programming/Game Design

COLUMBIA UNIVERSITY Class of 2008

Bachelor of Arts in Computer Science; GPA: 3.71

- Specialization in Artificial Intelligence/Vision and Graphics
- Relevant Coursework: Artificial Intelligence, Operating Systems, Computational Aspects of Robotics, Computer Vision, 3D Photography, User Interface Design, Programming Languages and Translators, 3D User Interface Design, Computer Graphics, Machine Learning