

Cole Sweet

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EDUCATION

Western University - Expected May 2025

- Bachelor of Computer Science, Minor in Game Development • **88%** cumulative average • Dean's Honor
- **Graphics Programming**, Object-Oriented Design & Analysis, Computer Organization & Architecture

EXPERIENCE

Over Easy Games

Toronto, ON

Founder and CTO | Mech-Mech Manic

September 2023 - Present

- Researching and implementing **graphic research papers**. Rapidly implementing gameplay mechanics for testing.
- Leading the team and running **Jira** sprints.

BigBlueBubble Inc.

London, ON

Game Programmer Intern | [My Singing Monsters](#), [Dawn of Fire](#), R&D

May 2023 - Present

- Working on My Singing Monsters using a **legacy proprietary C++ engine, Lua, and MySQL** Reduced content integration time by **50%** through a custom Angular tool and custom Python tool. Created debug wireframe mode in **OpenGL ES**, resulting in easier debugging for art integration.
- Adding new game content to Dawn of Fire in **Unity**. Developed **Python and C# tooling** to optimize content integration, reducing the time taken by **40%**.
- Collaborating with designers and engineers to quickly iterate on **networked game prototypes in Unity** using **C#**. Made **4 playable prototypes in 2 weeks**.
- Designed **Slack app** for internal company use.

Perigon Games

Vancouver, BC

Technical Artist & Level Design Lead | [BForBoss](#)

March 2022 - Present

- Working on BForBoss using **Unity, Shader Graph, and DCC tools**, resulting in quick iterations on art tests for the project. Writing **custom shaders** to achieve unique visual effects.
- **Facilitating level design sprints** and presents results to the larger project sprint rituals. Iterating on level design using **ProBuilder** to achieve gameplay goals in **Unity**.

Digital Extremes

London, ON

Technical Game Analyst | [Warframe](#)

May 2022 - August 2022

- Tested **Warframe** using **Jira** and **DebugView**. Logged and verified multiple bugs per day to ensure that content was delivered in an optimal state.

AWARDS

2023	People's Choice	London Game Jam
2022	Industry Judge's First Place	London Game Jam
2022	Second Place Overall	Hack Western 9
2021	Best use of Amazon Web Services	Hack Western 8
2020	\$80,000 1 of 3	Schulich Leader Scholarships

SKILLS

Languages: C/C++, GLSL, C#, Python, Java, Lua, TypeScript, HTML/CSS

Frameworks/Specifications: OpenGL, PyMel, Tkinter, Angular

COMMUNITY INVOLVEMENT

2023 - Present	Organizer	Lojam
2023 - Present	Founder	London Game Developers
2022 - Present	Founder & President	Western Game Design Society