

JUDD COHEN

Seattle, WA
206-552-0118
jcohen@juddnet.com

TECHNICAL SKILLS

<i>Programming</i>	Python , C++, C#, Java, Javascript, Git
<i>Graphics and Media</i>	Unreal Engine 4, Unity3D, Blender, Photoshop, Illustrator
<i>Web Development</i>	Django, Django REST Framework, MySQL/MariaDB, SQLite (including C API)
<i>Servers/Deployment</i>	Gunicorn , Nginx, Lighttpd, Virtualenv, Apache, Samba

EMPLOYMENT

2013 – 2017

Zen Relay LLC, Seattle, WA

Game Developer/Owner

- Designed, developed, and shipped Geoid, a 3d platformer game on Steam
- Managed the full game development process, including design docs, prototyping, implementation, testing, polish, and release
- Built using Unreal Engine 4 with game logic in C++, art assets created in Blender and Photoshop
- Streamlined modeling workflow by writing custom Blender add-ons in Python
- Wrote and deployed metrics server using Django REST framework to collect data and feedback from playtesters

2015 – 2016

Tricky Fast Studios, Leominster, MA

Game Developer (Contractor)

- Developed mobile games with Unity3D
- Integrated 3rd party C# asynchronous libraries into an existing framework and codebase
- Worked with producers, artists, and lead server architect to integrate features

2012

Associated Students of the University of Puget Sound, Tacoma, WA

Web Developer

- Developed Django-based student government website for the entire student body that included a CMS, blog, and commenting system
- Built a system for management of all student clubs
- Designed and implemented a voting system for student government elections

2011 – 2013

Sabre Systems, Inc., Philadelphia, PA

Web Developer

- Developed Django-based “social network” web application for managing relationships between companies and employees in those companies
- Built integrated event management system with email-based invitation system
- Designed administrative backend for managing complex interdependent data
- Worked with client to develop specification document for frontend and backend

PERSONAL PROJECTS

2015

Hoshiko

Computer Science Capstone Project

- A game using Unreal Engine 4 that taught basic programming concepts in a visual way by having the player enter code into in-game computer terminals
- Each in-game computer terminal had an embedded Python subinterpreter thread with APIs for controlling game mechanics (for example, typing `door.open()` would open a door connected to that terminal)
- The in-game code editing UI was powered by Chromium Embedded Framework along with the Ace code editor

2010

Treblr

- Unconventional guitar-oriented sheet music composer and viewer
- Written in Python using the CherryPy web server library
- Rendered musical notes as vector graphics using SVG
- Server-side audio generation via MIDI to preview compositions

EDUCATION

2011 – 2015

University of Puget Sound, Tacoma, WA

Bachelor of Science in Computer Science

Studio Art Minor, specializing in interactive wood sculptures using Arduinos