

Cole Johnstone

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OBJECTIVE

Motivated software and mechanical engineering student, enthusiastic about delivering high-quality, creative solutions through coding or manufacturing. Seeking a **full-time job** as part of a team in a collaborative environment.

EDUCATION

December 2023

B.S. COMP SCI + B.S. MECH ENG + GAME DESIGN CERTIFICATE, UW MADISON

- Classes: Computer Aided Engineering, 5 Java, 2 C/C++, 1 Python, 1 R, GPA: 3.5/4

June 2018

GRADUATED WITH HIGHEST HONORS, BROOKFIELD EAST HIGH SCHOOL

- Classes: Web Design and Mobile Applications, Introduction to Computer Science and Game Development, Computer Integrated Manufacturing and Automation, GPA: 4.3/4

SKILLS

- **Programming Languages:** Java, CSS, TS, JS, C, C++, C#, HTML, XML, Python, MATLAB, R, CNC, Git, SQL
- **Software:** Eclipse, Microsoft Visual Studio, IntelliJ, SOLIDWORKS, Rhino, CAD, Photoshop, After Effects, MS Word, PowerPoint, Excel, LabView, MATLAB, EES, GitHub, GitLab, Unreal Engine 5, Blender, Unity, Jenkins, Nexus, Gradle, Cura, Ultimaker
- **Equipment:** Cosine Printer, Ultimaker Printer, Basic Fabrication Training, Scaled Wind Tunnel Operation

EXPERIENCE

PROGRAMMING/ENGINEERING/LEADERSHIP EXPERIENCE

- **Software Development Club, UW-Madison**

Collaborated in a team of 4 to make a "Class Buddy" software program used to connect students with similar class schedules. I was part of the Data Wrangler, Frontend and Backend development for this app.

- **Classroom experience, UW-Madison**

- Made several algorithms to apply to certain applications (e.g. Dijkstra's), CS Java Class
- Made AI to play Teeko against using the minimax algorithm, CS Python AI Class
- Optimizing post processing and fluid viscosity of 3D printed rowing scull using dimensional analysis
- Created an analog PuzzleCard game in Game Design class

- **FoodWars Video Game, Own Time - Work in Progress – Done in UE5 with some C++**

- Play as a food item, throws forks and knives at other players, can change into other foods
- Jumps around, throwable items stick into walls to create new platforms to get to higher places on map

- **BugZoo VR, The Bug Whisperer – Work in Progress – Done in UE5 with some C++**

Helping owner of Tony's Creepy Crawly Zoo to create an interactive VR experience where players/students can explore a zoo of insects, observe real insect activities, and learn about different species.

Link to the virtual tour the VR game will be based on - <https://creepycrawlyzoo.com/creepyworldvr/>

WORK EXPERIENCE

- **Software Developer Intern, MGIC, Milwaukee (Summer 2023 - December 2023)**
 - Added features to a working application using IntelliJ, Java, Gradle, Git, Jenkins, Angular, Nexus
- **Bartender, Third Space Brewing Company, Elm Grove Park Beer Garden (Summers 2021-2022)**
- **Youth & Adult Tennis Director, Elm Grove Recreation Department, Elm Grove Park (Summers 2016-2020)**

COMMUNITY SERVICE

FACILITATOR: Elm Grove Safety Village (Elm Grove Junior Guild)

VOLUNTEER: La Casa de Esperanza (Spanish Honor Society) | Lego Building Events (Elm Grove Library) | Habitat for Humanity (Summer 2023 with MGIC) | Feeding America (Summer 2023 with MGIC)