



Cole Gagnon

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Topsham, ME

Portfolio: <https://www.colegagnondesign.com>

SKILLS

- Adobe Photoshop and traditional drawing
- Blender, Autodesk Maya
- C#, Python, C++
- Unity Engine
- Google Drive
- Communication, visual documentation, and technical writing

EDUCATION

CHAMPLAIN COLLEGE | Burlington, VT

Graduated summa cum laude with a Bachelor of Science in Game Design

Aug. 2018 - May 2022

- Spring 2022 GPA- 3.88

WORK EXPERIENCE

iD TECH CAMPS | Remote

Online Instructor

Mar. 2023 - Present

- Instructed students from ages 9 to 18 on game development-related skills in a remote classroom setting
- Covered topics including game programming in Unity Engine, 3D modeling in Blender, and Minecraft adventure map design
- Adapted lesson plans to best accommodate student's interests and existing knowledge

SHAW'S | Freeport, ME

Drive Up and Go Shopper

Sept. 2022 - Mar. 2023

iD TECH CAMPS | Remote

Virtual Tech Camps Instructor

May 2021 - Aug. 2021

- For the most part, the same as my current job

GAME PROJECTS

Not Quite Immortal

Aug. 2021 - May 2022

Product Owner + Level Designer

- Worked on a narrative-heavy 2D puzzle platformer with a small development team
- As a lead developer, collaborated with team members to conceptualize core elements of the gameplay experience and rapidly iterate on prototypes to achieve a cohesive game direction
- Personally contributed to designing levels and puzzles, writing narrative, and creating sprites
- Finished game available at <https://emoglobin.itch.io/not-quite-immortal>

Global Puzzling System

Oct. 2019 - May 2021

Solo Project

- Created a navigation-based puzzle game as a long-term side project
- Built prototypes using the Unity game engine and C#, created art and sound effects, maintained thorough documentation for game systems, and ran playtests
- Finished game available at <https://emoglobin.itch.io/global-puzzling-system>