



Cole Gagnon

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Topsham, ME

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

SKILLS

◆ = Competence | ◆◆ = Proficiency | ◆◆◆ = Mastery

◆◆◆ Adobe Photoshop	◆◆ C#	◆◆◆ Google Drive
◆◆ Blender	◆ Python	◆ Git
◆ Autodesk Maya	◆ HTML / CSS / JS	◆◆◆ Team communication, technical writing, and documentation
◆◆◆ Unity Engine		

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 with Unity Engine and C#, 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
2023

Sept. 2022 - Mar.

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>