

# Cole Dean Shepherd

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## PROFESSIONAL EXPERIENCE

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### **.NET Developer**

*January 2017 – Present*

#### **BMT Designers & Planners, Inc.**

*Remote (living in Seattle)*

- Work with clients to redesign and rebuild legacy web applications with a proprietary framework using modern technologies such as Angular, ASP.NET WebAPI 2, SQL Server, and IIS.
- Maintain and improve legacy applications written in Visual Basic.
- Assist with drafting defense contract bids.

### **Technical Intern**

*May – August 2016*

#### **Fidelity Investments**

*Westlake, TX*

- Built a “cloud status dashboard” web app using UNIX, Docker, Angular 2, Node.js, and CouchDB.
- Conducted internal usability studies and wrote an internal blog post about the experience.
- Practiced Agile methodologies and CI/CD using JIRA, Gitflow, and Jenkins.

### **Web Master**

*July 2014 – February 2016*

#### **The University of Texas at Dallas**

*Richardson, TX*

- Redesigned and maintained the Office of Diversity and Community Engagement's website with HTML, CSS, JavaScript, and PHP for desktop and mobile devices.
- Used web analytics platforms to grow traffic and improve the end-user experience.
- Created PowerPoint presentations, posters, brochures, and designs for web with Photoshop and InDesign.

## PROJECTS

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### **TESUnity** – <https://github.com/ColeDeanShepherd/TESUnity>

A world viewer for the video game Morrowind built with the Unity game engine and C#. Includes custom loaders for Morrowind’s file formats, asynchronous asset loading on background threads, and VR support.

### **OSFPS** – <https://github.com/ColeDeanShepherd/OSFPS>

A Halo-inspired multiplayer FPS built with C# and Unity. Uses a client/server networking model with authoritative servers and client-side prediction, server-side lag compensation to improve hit detection for players with high latency, custom reflection-based RPC and state-synchronization code, and delta-compression of state snapshots.

### **WitSpur** – <http://coledeanshepherd.com/witspur> | <https://github.com/ColeDeanShepherd/WitSpur>

A website built with React and TypeScript including interactive fractal renderers, a simple pendulum simulator, a piano sight reading trainer, a Verilog tutorial, a CSS box shadow generator, a GPA calculator, and more.

### **12 Steps to Navier-Stokes** – <https://github.com/ColeDeanShepherd/12-Steps-To-Navier-Stokes>

Twelve physics simulations, including two full simulations of the 2D incompressible Navier-Stokes equations, written in C++ with SDL 2 for Lorena Barba's free online course “12 Steps to Navier-Stokes”.

## EDUCATION

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### **Bachelor of Science, Computer Science**

*August 2013 – December 2016*

#### **The University of Texas at Dallas**

*Richardson, TX*

3.83 / 4.00 GPA | Magna Cum Laude | Two-Time Dean's List Member | Full-Tuition Academic Scholarship