

Cole Dean Shepherd

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PROFESSIONAL EXPERIENCE

Server Developer

September 2018 – Present

Rec Room, Inc.

Seattle, WA

- Working with a small team responsible for the back end of Rec Room – a quickly growing virtual social club where you create and play games with friends.
- Building scaleable microservices with C#, ASP.NET Core, Entity Framework Core, SQL Server, Azure Cosmos DB, Azure Search, Azure ML, and more.

.NET Developer

January 2017 – September 2018

BMT Designers & Planners, Inc.

Remote

- Worked 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.
- Maintained and improve legacy applications written in Visual Basic.
- Assisted with drafting defense contract bids.

Technical Intern

May – August 2016

Fidelity Investments

Westlake, TX

- Built a “cloud status dashboard” web app with 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

Falsetto – <https://falsetto.app/>

Online music theory lessons & interactive exercises. Built with TypeScript, React, Node.js, and MongoDB.

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, client-side prediction, server-side lag compensation, custom reflection-based RPC and state-synchronization code, delta-compression of state snapshots, and more.

EDUCATION

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