Denver Coulson

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513-967-2005
Brooklyn, NY

Experience

OWNER, 11:11 STUDIOS – 2011 - PRESENT

- Developed approx. 50 games featured at 20+ festivals such as EGX, A MAZE and IndieCade.
- Sole developer & design support for Devil's Bluff by KBJ Games.

SOFTWARE CONSULTANT, SOGETI / PROCTER & GAMBLE – JAN 2014 - JUL 2015

- Consultant at Sogeti performing R&D for Procter & Gamble.
- Extensive development with Unity3D, ASP.NET, HTML5, and Objective-C.

FREELANCE DEVELOPER, INDIEPUB – 2012-2013

- Updated, and released Hungry Gows for iOS, Android, and Kindle devices.
- Developed and released Pictago for mobile devices.
- Handled Game Design, UI Design, Development, and Production.

RESEARCH / DEVELOPMENT, HIVE, MIAMI UNIVERSITY – 2011-2013

- Created a multicast networking system for the Huge Immersive Virtual Environment.
- Received Undergraduate Summer Scholars Research scholarship researching redirected walking system for multi-user virtual reality environments.

Awards

June 2015	Best Game of Global Top Round Accelerator totaling $100k in funding
May 2015	Successful Kickstarter supporting Devil's Bluff for $20k
Mar 2015	NYU Game Center IndieCade Scholarship
Oct 2014	Official Selection for IndieCade Prime
Mar 2014	Successful Kickstarter for the game, SuperTrip

Education

New York University, New York City – Aug 2015 - May 2017
   M.F.A. Game Design
Miami University, Oxford, Ohio – Aug 2010 - Dec 2013
   B.S. Computer Science & B.S. Interactive Media Studies

Skills

General	Game Design/Development, Production, Shader Programming, Project Management, Algorithmic Design, Communication
Languages	C#, Cg, Java, Swift, Objective-C, C++, HTML, CSS, XML, JSON, SQL, NoSQL, Python, C, PHP, Javascript, Visual Basic, HLSL, and more
Libraries	Oculus Rift SDK, Vive SDK, Kinect SDK, Google App Engine, ASP.NET, OpenGL, PlayStation 4 SDK
Programs/ Tools	Unity3D, Visual Studio, Xcode, Eclipse, SVN, Git, Photoshop, Illustrator, Premier, AfterEffects, InDesign, Audition, Windows, Mac, Linux