

Cole Falxa-Sturken

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github.com/Illuminati-Cow

Education

University of California, Santa Cruz

Aug. 2022 – Present, GPA 3.86

Major Computer Science: Computer Game Design (B.S.)

Honors Dean's Honors

Bellarmino College Preparatory

San Jose, CA. Aug. 2018 – May 2022, GPA 3.9

Projects

Digital Bulletin Board Web App (**JS/PHP/SQL**)

Skills

Languages

C++, C#, GDscript, C, Python, JS, HTML, CSS

Technical Skills

Procedural Generation, Git & Perforce Version Control, Networking, Unix Management, Container Orchestration w/ Docker & LXCs

Projects

Portfolio Website, Nov. 2024 – Present

Professional portfolio built with SvelteKit

Designed website sections in Figma and built app using Tailwind and SvelteKit. Adapted framework to use static site generation and GitHub Actions build pipeline. Implemented simple content management system using JSON & MD files.

The Driver, Aug. 2024

Reinforcement learning applied to AI drivers

Created and trained AI using Unity and ML-Agents package. Selected tech stack appropriate to time limitations and scope. Implemented consistent reward signals to prevent agents from becoming stuck in local maxima. Introduced techniques used successfully in contemporary research.

Lines of Sleight, Mar. 2024

2D dungeon-crawler inspired by The Binding of Isaac and created in 3 weeks by a team of 5. Wrote procedural dungeon generator. Managed team and designated tasks via Trello. Designed core systems.

Relevant Courses

- ❖ Data Structures and Algorithms (**C/C++**)
- ❖ Advanced Programming (**C++**)
- ❖ Game Technologies (**Unity/C#**)
- ❖ Game Development Experience (**Phaser/JS**)
- ❖ Rapid Prototyping (**Godot/Unreal**)

Relevant Courses

- ❖ Honors Advanced Computer Science Data Structures (**Java**)
- ❖ AP Computer Science A (**Java**)

Other Skills

Team Management, Trello Scheduling, Writing, Documentation, Cooking Succulent Meals

Engines

Unity (4 yrs), Unreal (1 yr), Godot (1 yr), Phaser (6 m)

Fireball!, May 2024

Multiplayer spellcasting using your voice

Created in 2 weeks by a team of three. Built in Unreal Engine 5 using C++ and blueprints scripting. Created spellcasting system using ML voice recognition model and gesture recognition. Implemented basic multiplayer using RPCs and Unreal replication system. Designed and pitched game idea.

Work Experience

Andy's Orchard Shipping Clerk & IT Consultant,

June 2022 – Dec. 2022, May 2023 - June 2023

1615 Half Rd, Morgan Hill, CA

(408) 782-7600

Packed and shipped packages. Communicated with management to keep track of orders.

Provided IT assistance for networked devices and consulting regarding tech renovation.