COLE GRANOF

Boston, MA 02127

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PROFESSIONAL SUMMARY

Software Developer with Bachelor's in Computer Science and Master's in Interactive Media and Game development with a 4.0 GPA for both degrees, looking to contribute to a high-performing software development team.

SKILLS

- TypeScript, JavaScript, C, C++, Java, Python, Lua, Racket
- WebGL, OpenGL, SDL, LaTeX, git, Linux/Unix

WORK HISTORY

01/2020 to 03/2020 **Software Instructor**
Worcester Polytechnic Institute – Worcester, MA
Served as TA for undergraduate course in which students created their own game engine from scratch using C++, creating supplemental C++ learning material and provided one-on-one help sessions.

06/2020 to 07/2020 **Software Developer**
Worcester Polytechnic Institute – Worcester, MA
- Created post-processing library, called merge-pass, for WebGL, which became integrated into Marching.js, a live coding environment in the browser centered around volumetric 3D rendering.

05/2019 to 07/2019 **Software Engineering Intern**
BEVI – Boston, MA
- Developed method to remotely profile performance of active customer Bevi machines Contributed to code reviews using Atlassian software suite.
- Added redundancy to software running on Bevi machines that provides alternative method for downgrading or upgrading software remotely.
- Updated existing software to accommodate upcoming hardware releases.
- Performed preliminary research for migrating time-series database to new system.
- Created documentation for existing functionality that was previously undocumented.

06/2019 to 08/2019 **Software Instructor**
ID TECH – Waltham, MA

- Taught various programming classes in Java and Python at iD Tech summer camps to students ranging from 7 to 16 years old.

RELEVANT PROJECTS

- Created compiler for graphics programming language, Tinsl, which has GLSL-like syntax but has semantics for RTT (render-to-texture) effects, and also developed a live coding environment to interactively play with Tinsl.
- Created AR-enhanced walking tour mobile app for Kinkaku-ji for the company Kyoto VR and created web app to design and edit generic walking tour files on an interactive map.
- Created software for a Brigham and Women's Hospital kiosk in a group of ten using AGILE and Scrum methodology; daily scrums, burndown charts and other tools helped us all work at our highest level.
- Programmed framerate independent particle engine using C and SDL.
- Created generative art tool, artmaker, and p5.js library, post5, with merge-pass, the post-processing library initially developed for Marching.js.

EDUCATION

05/2021   **Master of Science**: **Interactive Media And Game Development**
WORCESTER POLYTECHNIC INSTITUTE - Worcester, MA
- GPA: 4.0
- Dissertation: Created compiler for graphics programming language, Tinsl, which has GLSL-like syntax but has semantics for RTT (render-to-texture) effects, and also developed a live coding environment to interactively play with Tinsl.
- Awarded Top Student in Interactive Media and Game Development

05/2020   **Bachelor of Arts**: **Computer Science**
Worcester Polytechnic Institute - Worcester, MA
- GPA: 4.0
- Dean's List 2017, 2018, 2019, 2020
- Awarded Outstanding Student upon graduation in Computer Science
- Received Presidential Scholarship all four years.