

# Cole Sweet

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## SUMMARY

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**Game Engineer** with **shipped titles from small and large studios** and experience spanning **gameplay, multiplayer systems, and technical art**. Passionate about building scalable systems and empowering teams through tooling.

## EXPERIENCE

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### GRIZZLY MOOSE GAMES

May 2025 - Present

#### Game Programmer (Technical Art) | BioRogue

Calgary, AB

- **Collaborate closely with artists and designers** to translate creative vision into performant in-engine implementations.
- Develop **custom shaders** and rendering solutions to enhance visual fidelity and performance across target platforms.
- Owned a **modular procedural fish generation system**—a **core USP** of BioRogue—enabling thousands of unique fish-based weapons.
- Implement core **gameplay systems** in **Godot** using GDScript, supporting maintainable and extensible feature development.
- Build **technical art workflows and tooling** to streamline asset integration and accelerate iteration speed.

### CARBON COUNTS

July 2025 - December 2025

#### Intermediate Unity Software Engineer | [EverForest](#)

Kelowna, BC

- Implemented responsive **UI/UX systems** in **Unity** based on **Figma** designs, improving player usability and accessibility.
- Engineered **live operations event** systems, including battle passes, seasonal bingo events, and high-score challenges, supporting ongoing player engagement and content delivery.
- Developed core **gameplay systems** and features in Unity using C#, **collaborated closely with designers and artists** within an **agile production** environment.

### BIG BLUE BUBBLE

May 2023 - August 2024

#### Game Programmer | [My Singing Monsters Franchise](#)

London, ON

- Developed **gameplay features and live content across** multiple shipped titles using both a **proprietary C++ engine** and **Unity**.
- **Reduced content integration time by ~50%** by building custom **Web** and **Python** pipeline tooling **saving ~10 hours per week** for the team.
- **Reduced bug reproduction time by ~20%** with visual debugging tools.
- Implemented a **real-time multiplayer system** for My Singing Monsters: Playground.
- Developed **UI/UX systems for prototypes and production features** using **Unity** and **C#**.

### DIGITAL EXTREMES

May 2022 - August 2022

#### Technical Game Analyst | [Warframe](#)

London, ON

- **Tested gameplay systems and new content** using internal **debugging tools**.
- Logged and verified **high-priority bugs** using **Jira**, **collaborating with developers** to ensure production quality.
- Worked within a large **AAA development pipeline** and **cross-discipline team** environment.

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## EDUCATION

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### WESTERN UNIVERSITY

- **Bachelor of Science; Major in Computer Science; Minor in Game Development**
- 91% cumulative average • Dean's Honor

## ACCOLADES

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<b>2024</b>	Industry Judges' Best in Art	London Game Jam
<b>2023</b>	People's Choice	London Game Jam
<b>2022</b>	Industry Judges' First Place	London Game Jam
<b>2022</b>	Second Place Overall	Hack Western 9
<b>2021</b>	Best use of Amazon Web Services	Hack Western 8
<b>2020</b>	\$80,000   1 of 3	Schulich Leader Scholarships

## SKILLS

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### Programming Languages

C#, C++, Python & GDScript, TypeScript, Lua, SQL

### Engines & Frameworks

Unity, Godot, Unreal Engine, Proprietary Engines, Angular, Svelte

### Specializations

Tools Development, Technical Art, Gameplay Systems, Multiplayer Networking, Live Operations

### Workflow

Git, Docker, Agile, Jira

## COMMUNITY INVOLVEMENT

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<b>2022 - Present</b>	Organizer & Speaker	LoJam
<b>2023 - Present</b>	Founder	London Game Developers
<b>2025</b>	Volunteer	XP Gaming Summit 2025
<b>2022 - 2025</b>	Founder & President	Western Game Design Society
<b>2024</b>	Volunteer	Level Up Showcase