

COLE MUELLER

Client Engineer • Interactive Software Developer
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SUMMARY

Software Engineer with 7+ years of experience developing front-end gameplay systems, UI, tools, and simulations across PC, mobile, and console. Strong background working in large production codebases, collaborating with multidisciplinary teams, and shipping commercial Unity titles. Specialized in C#, UI engineering, player experience, asset pipelines, and data-driven architectures. Skilled at improving workflows, optimizing performance, and building polished interactive systems.

Core Capabilities: Unity, C#, Client Engineering, Gameplay Programming, Front-End Systems, UI/UX, Tools Development, Data-Driven Architecture, Asset Pipelines, Mobile Development, Animation Systems

PROFESSIONAL EXPERIENCE

Client Engineer — Dire Wolf Digital, Inc.

June 2024 – Present

- Develop client-side game features in Unity and C# across multiple shipped game titles.
- Implement front-end systems including gameplay logic, UI flows, animation events, and menu interfaces.
- Contribute to a large production Unity codebase with scalable architectural patterns and clean code practices.
- Build Unity editor tools and content pipelines to support artists and designers.
- Integrate client/server systems with backend engineers, ensuring data integrity and smooth networked features.
- Work within a data-driven architecture to support rapid iteration and multi-platform deployment.

Titles Released: Cascadia, Clank! Digital: Sunken Treasures, Root, Munchkin: Pathfinder

Multimedia Programmer II — Gromelski & Associates, Inc. (U.S. Navy / DoD Contractor)

January 2019 – January 2024

- Developed interactive 3D training simulations in Unity for high-fidelity Navy maintenance and operations training.
- Created desktop applications using Unity, .NET, and C# including internal tooling and XML processing software.
- Maintained and updated legacy systems using Adobe Animate and ActionScript 3.
- Automated the development pipeline to increase iteration speed and production efficiency.

- Produced S1000D XML tools and SCORM-conformant training modules for DoD learning systems.
- Delivered feature-rich web applications using HTML, CSS, and JavaScript.

Maintenance Training Simulation — Lead Programmer

(Unity, XML, Subversion)

- Designed and implemented camera systems, UI, and interactive logic in a large-scale Unity application.
- Built runtime asset-loading systems that ingest external XML into in-game assets (data-driven pipeline).
- Implemented sequenced mechanical and electrical maintenance procedures mirroring real Navy hardware.

Flowchart Authoring Tool — Sole Developer

(Unity, .NET, XML)

- Built a standalone Unity-based desktop authoring tool for complex procedural flowcharts.
 - Implemented graph-based editing, XML parsing/writing, validation, and publishing systems.
 - Developed custom debugging tools and a modern UI using WinForms and .NET.
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Gameplay Designer / Programmer — Root121 Games LLC

September 2017 – October 2018

- Designed and implemented core gameplay mechanics and technical art features in Unity for PC/Xbox.
- Built complete input, interaction, and UI/UX systems for a shipped multiplayer title.
- Created shaders, particle effects, animation logic, and physics-driven features.

Groundless — Gameplay Programmer

(Unity, Maya, Perforce)

- Developed a custom four-player local input system supporting simultaneous multiplayer.
 - Implemented player actions, character controllers, and upper/lower body animation blending.
 - Integrated real-time physics features including dynamic hair simulation.
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Web & Unity App Developer — K'NEX LPG

April 2017 - September 2017 (Internship)

- Built new mobile features and tools in Unity/C# for product visualization applications.
- Developed WebGL 3D visualization systems for interactive product browsing.
- Managed deployment for iOS, Android, and Amazon platforms using Unity Asset Bundles.

K'NEX 3D — Programmer

(Unity, Maya, WebGL, JavaScript)

- Implemented 3D product interactions and remote update pipelines using Asset Bundles.
- Delivered a dynamic WebGL build for on-site product visualization.

SKILLS

Engines: Unity3D (Expert), Unreal Engine, GameMaker

Languages: C#, C++, Python, JavaScript, Java, HTML, CSS, ActionScript 3, XML

Game Systems: UI/UX, Gameplay Programming, Tools Programming, Animation Systems, Physics, Input Systems, Data-Driven Architecture

Tools & Platforms: Visual Studio, Git, Subversion, Perforce, GitHub, GitLab, Bitbucket, Autodesk Maya, Adobe Photoshop, Adobe Animate

Platforms: PC, iOS, Android, Xbox One, Steam, WebGL

Workflows: Agile, Rapid Prototyping, Editor Scripting, Asset Pipeline Development, Performance Optimization

EDUCATION

Drexel University

2014 - 2018

B.S. Game Art & Production, Minor in Computer Science

Cum Laude, Dean's List

Vertex School

2023

Unreal Engine / Blueprint Training