Phone:
**217.219.2504**

Email:
**info@davecoleman.dev**

Portfolio:
**https://www.davecoleman.dev/**

LinkedIn:
**https://www.linkedin.com/in/atomicize/**

# David F. Coleman

**"A Leader in Technology for Inneractive Entertainment."**

## Technical Tools

| | | |
|---|---|---|
| Autodesk3Ds Max | Unity3D/C# | Adobe CC |
| Autodesk Fusion 360 | Unreal Engine/C++ | GitHub/Perforce |
| Blender | Godot Engine/GDScript | Trello/Jira |
| | React Native/JavaScript | Discord/Zoom/Teams |
| | Visual Studio/Expo Go | Microsoft Office/Visio |

## My Path of Discipline

*University of Advancing Technology*

MASTER OF SCIENCE
**Technology Innovation**
Graduated August 25, 2024

*University of Advancing Technology*

MASTER OF SCIENCE
**Game Production & Management**
Graduated August 25, 2024

*Full Sail University*

BACHELOR OF SCIENCE
**Game Design**
Graduated December 20, 2019

*DigiPen Institute of Technology*

PROJECTFUN TEACHER TRAINING CERTIFICATION
**Animation L1 Workshop**
Awarded on March 2, 2012

## Volunteering

SEMINARY TEACHER
**NAC Midwest North**
August 2025 - current

TECHNOLOGY SPECIALIST
**Nauvoo 3rd Ward**
January 2025 - current

RESIDENT RADIO OPPERATOR
**Nauvoo ERC Radio Club**
(NEC) March 2025 - current

## Professional Experiences

**Full-Time Parent & Private Homeschool Educator|** Year Round Curriculum
August 2024 - Current /// Nauvoo, Illinois USA
- Served as primary caregiver and educator for five children, designing and implementing customized homeschool curricula for multiple grade levels. Evaluated progress through ongoing assessments and adjusted teaching methods to meet individual learning needs.
- Homeschooling under the private school statute for Illinois. Developed daily lesson plans, managed schedules, and coordinated extracurricular activities to support academic and personal growth for Language Arts, Math, Biological & Physical Sciences, Social Sciences, Fin Arts, and Physical Development & Health.

**Hideaway Studio |** Founder/Independent Developer
April 2018 - April 2024 /// O'Fallon, Illinois USA
- Pioneering the future of gameplay through responsible game design.
- Managing people in a tech environment using cutting-edge tools.
- Implemented policy procedures for operational goals including profit and loss.
- Developed key industry relationships with customers, stakeholders, and peers.
- Technology to market on future products for startup strategies, MVP, and launch.

**Alliant Security |** Technician
February 2017 - April 2018 /// Idaho Falls, Idaho USA
- Networking devices, setting up of IP/Firewall standards for DVR/Servers.
- Security strategy creation for a corporate network environment.
- Problem solving for detection systems.
- Organizing mobile fabrication workstations.

**IF Signs |** Graphic Designer
March 2014 - November 2016 /// Idaho Falls, Idaho USA
- Engaging front-line interaction for customer relations and product support.
- Framing standards for best practices in graphic design for print, web, and signage.

**Freelancer |** Media Specialist
March 2011 - February 2014 /// St. George, Utah USA
- 2D/3D animation, art & illustration, and graphic designs.
- Product representations with marketing thresholds and investor limitations.

**Ancestry.com |** Community Ops Specialist
August 2008 - February 2011 /// Provo, Utah USA
- Community support for FTM software, message boards, and mailing lists.
- Created/Maintained knowledge-base articles supporting legal and escalation teams.