

COLE BONNEMA

Multidisciplinary Designer



CONTACT INFORMATION:

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Chicago, IL

SKILLS:

VR / AR / XR Development

Storyboarding and Wireframing

Rapid Prototyping (Physical & Digital)

QA Testing and Management

C# and Visual Scripting

LMS Implementation

Rapid Tool Upskilling

Client & SME Point of Contact

Excellent Communication Skills

SOFTWARE + TOOLS:

Unity 5/6

Adobe Suite

Microsoft Suite

Figma

Desktop & Mobile VR/AR Platforms

EDUCATION + TRAINING:

Bachelor of Arts in Game Design,

Columbia College Chicago, 2020

Previously Unity Certified Developer

LANGUAGES:

English (Native)

German (B1 / Intermediate)

REFERENCES:

[Lauren Nishikawa](#) - Creative Director

[Jill Knight](#) - Senior 3D Designer

[Nicole Loud](#) - Immersive Designer

[Jacob Moss](#) - Senior Engineer

More available upon request.

PROFESSIONAL SUMMARY:

Uniquely skilled designer with experience covering the fields of Instructional Design, Game Design, and Narrative Design. Cole is an incredibly motivated, collaborative designer who believes that interactive media is the future of education and training. Across both physical and digital products, Cole has been an essential component in the translation of client needs and desires into tangible experiences above and beyond the expectations of their stakeholders. While not working on others' designs, Cole remains an active independent designer, honing their skills on microgames, small simulations, websites, tabletop products, and whatever engages their whimsy.

WORK EXPERIENCE:

Experience Designer

Deloitte Digital, Chicago IL & Arlington VA.

September 2021 - May 2025

- Lead systems design and implementation on a wide range of boutique interactive projects, collaborating with SMEs and multidisciplinary development teams to execute on each client's unique goals, obstacles, and budget.
- Past projects include: AR & VR hard and soft skill training applications, AR tabletop experiences, gamified LMS coursework, and XR promotional materials.
- Owned the storyboarding and wireframing phase of many products, cooperatively creating and then iterating on the foundational framework and documentation for the following development cycles.
- Created, maintained, and leveraged ongoing developer-facing and user-facing documentation for projects throughout all stages of development and delivery.
- Handled the QA and Testing phases for a variety of projects to validate that applications met the interactive and technical goals of the product.
- Carried designs from discovery and ideation phases through final delivery on development timelines as short as six weeks and as long as fourteen months.
- Collaborated with U.S. government and public service clients primarily in the civil sector and the Department of Defense, including the Post Office, NSA, NGA, CIA, and others (further unclassified details available upon request).

Freelance Game Designer

Chicago, IL

May 2025 - Present

- Currently creating bespoke game experiences for small clients and personal development, with a focus on board/card games and digital microgames.
- Published silver-medal bestselling Dungeons and Dragons adventure, "The Mourning Outpost of Cyre," within the Eberron setting created by Keith Baker.