

# CODEY WINSLOW

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## EDUCATION

B.S. SOFTWARE ENGINEERING

OREGON INSTITUTE OF TECHNOLOGY, KLAMATH FALLS, OR

GPA 4.0 – Expected Graduation June, 2021

## SKILLS

Unity Game Engine, C, C++, C#, Java, Concurrent Programming, Operating Systems, Compiler Methods, Computer Networks, Python, Android, Android Studio, WPF, QT, Swing, SQL, Google Firebase, PHP, HTML, CSS, Jira, Agile, Scrum, SDL, Git, TFS, 3D Animation, 3D Modeling, Maya, 3ds Max, Blender, SQL Server Management, NoSQL, Windows Server Management, Network Administration, CCNA certification ready, MSCA certification ready

## PROJECTS AND MERITS

ASTER DISC GOLF VR (WIP) – PROJECT (2020-2021)

Individual Senior project at OIT. Physics-based virtual reality disc golf game with online capabilities. Made with Unity game engine.

POCKET BIRDIE – PROJECT (2020)

Android app to save disc golf scores and statistics. Uses SQLite and written in Java.

KRONO APP – PROJECT (2019-2020)

Team-based Junior project at OIT. Android app used to make plans collaboratively. Written in Java and uses Google Firebase services.

TRAILER VIEWER – PROJECT (2018)

Customer-facing application that displays movie trailers from scanned barcodes. Built for local business Umpqua Video (Winston, OR). Written in C# using WinForms.

HICCUP, BALLISTIC, RAPID RUN – PROJECTS (2015-2021)

Endless arcade games made with Unity game engine. Some published to Google Play Store.

CSET AMBASSADORS – ORGANIZATION (2020)

Ambassador – Organized retention and recruitment events for CSET department at OIT.

PROGRAMMING CLUB PRESIDENT (2016)

President of Roseburg High School Programming Club.

SKILLSUSA STATE GOLD MEDALIST – 3D ANIMATION (2015)

Technical skills state competition first place medalist.

## WORK HISTORY

WEB DEVELOPMENT INTERN

UMPQUA COMMUNITY COLLEGE WEB DEPARTMENT

Roseburg, OR

April 2018 – June 2018

Implemented interactive campus map for college website using Mapplac plugin for Joomla. Designed and produced blacklist solution for web forms.

VIRTUAL REALITY RESEARCH INTERN

OREGON NASA SPACE GRANT CONSORTIUM

Roseburg, OR (Remote)

July 2020 – September 2020

OSGC-funded mentored research project to study learning with virtual reality. Designed experiment and touchscreen application to teach and test defined procedures. Used Unity game engine to develop virtual environment for users.