CODEY WINSLOW

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EDUCATION

B.S. SOFTWARE ENGINEERING TECHNOLOGY
OREGON INSTITUTE OF TECHNOLOGY, KLAMATH FALLS, OR
GPA 4.0 – Expected Graduation June, 2021

SKILLS

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

PROJECTS AND MERITS

ASTER DISC GOLF VR – PROJECT (2020)
Individual Senior project at OIT. 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)
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.

BINARY BLAST, BALLISTIC, RAPID RUN – PROJECTS (2015-2016)
Mobile arcade games published to Google Play store. Made with Unity game engine.

CSET AMBASSADORS – ORGANIZATION (2020)
Ambassador – Organized retention and recruitment events for CSET department at OIT.

SKILLSUSA STATE GOLD MEDALIST – 3D ANIMATION (2015)
Technical skills state competition first place medalist.

PROGRAMMING CLUB PRESIDENT (2016)
President of Roseburg High School Programming Club.

WORK HISTORY

WEB DEVELOPMENT INTERN
UMPQUA COMMUNITY COLLEGE WEB DEPARTMENT, ROSEBURG, OR
April 2018 – June 2018
Developed interactive campus map for college website using Mapplic plugin for Joomla. Produced blacklist solution for web forms.

VIRTUAL REALITY RESEARCH INTERN
OREGON NASA SPACE GRANT CONSORTIUM
July 2020 – September 2020
Remote internship where OSGC funded my research project for Optimized Learning with Virtual Reality.