CODEY WINSLOW

Game Developer | Software Engineer

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Projects

- ❖ Madden NFL 22 + 23
- ❖ Canceled title with Wizards of the Coast
- ❖ Prominence Poker
- ❖ Unreleased title with Playstation Studios

Education

B.S. Software Engineering
Oregon Institute of Technology
Graduated Summa Cum Laude | June 2021

Skills

Software: Unreal Engine, UE4, UE5, Unity Engine, Perforce, Jira
Areas: UI, Gameplay, Backend, Tooling
Programming Languages: C++, C#, C, Python, MySQL, ActionScript

Miscellaneous: Team Leading, Networked Gameplay, Systems Design, Technical Documentation, Rapid Team Integration, Performance Optimization, Amazon Web Services (AWS)

Work History

Pipeworks Studios

Engineer II | February 2023 - Present

I led the Prominence Poker team as the Live-Ops Lead, managing the build system and publishing process, interfacing with the publisher, and guiding active development in parallel. Technologies include Unreal Engine 4, MySQL, WPF, MVC ASP.NET, AWS, and working with languages like Python, C#, C++, SQL, and UE4 Blueprints.

Currently, I am working on a AAA title with Playstation Studios using Unreal Engine 5. I have developed my technical artist skills on this project in addition to contributing as an engineer.

Engineer I | July 2021 - January 2023

Shipped successful AAA titles Madden NFL 22 and Madden NFL 23. Worked on the server, client, and UI using C++, C#, MySQL, and ActionScript. Collaborated with a team of over 40+ engineers.

Contributed to a canceled title with Wizards of the Coast. Used the Unity game engine and wrote C# code for backend infrastructure, networked gameplay systems, and character movement/collision. Worked closely with Design to create flexible gameplay systems for a playable proof of concept.

Oregon NASA Space Grant Consortium

Internship | July 2020 - September 2020

OSGC-funded, mentored research project to study learning with virtual reality. Developed experiment and touchscreen application to teach and test defined procedures. Used Unity Engine to develop a virtual environment for users.

Additional Projects

Aster | *Unity, UE5*	**Game Jams** | *Unity, Godot*	**Siren** | *C#, Concurrency, Audio*
Multiplayer virtual reality game prototyped in Unity and UE5.	Small games, created mostly by teams, found on itch.io.	Simple networked voice chat client/server software.