

CODEY WINSLOW

Software Engineer

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Skills

Software: Unity game engine, Unreal Engine 4, VR development, Perforce, Jira, Git, Maya, Blender

Languages: C#, C++, C, Python, Java, SQL, PHP, HTML, CSS

Other: Team leading, networked gameplay, systems design, Android, WPF, QT, Google Firebase, Agile, SDL, 3D Animation, 3D Modeling, NoSQL

Work History

Pipeworks Studios

Engineer II

February 2023 - Present

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

Pipeworks Studios

Engineer I

July 2021 - January 2023

Shipped Madden 22 and Madden 23. Worked on server, client, and UI for shell menus. Used C++, C#, SQL, and ActionScript. Collaborated with a team of over 40+ engineers.

Contributed to a canceled title with Wizards of the Coast. Used Unity game engine and wrote C# code for backend infrastructure, networked gameplay systems, and character movement/collision.

Oregon NASA Space Grant Consortium

Internship

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 a virtual environment for users.

Education

B.S. Software Engineering

Oregon Institute of Technology

Graduated Summa Cum Laude | June 2021