CODY MILLS

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Portfolio Website
Linked In

I'm Cody Mills, an aspiring game developer / programmer eager for hands-on experience within the Programming industry.

Skills

Coding Languages – I can use a variety of coding languages and APIs such as : C++, C#, Java, SDL, GDScript & DirectX 11.

Version Control – I am very good at using Git and Git Desktop for version control in both collaborative and solo projects.

Collaboration – I am very good at working with other people, compromising and collaborating to work effectively with team members to produce a healthy work environment, and product.

Project Management – I am very good at planning out tasks and using Excel.

Computer Literacy – I have been using computers & building them all my life.

Work Experience

Plough & Harrow

Waiter (March 2023 - Sep 2023)

I spent the summer leading up to me starting University working as a waiter along with assisting bar tending.

Education

University of Staffordshire, Stoke-on-Trent— *Computer Games Programming*

Sep 2023 - 2025

Gower College, Swansea— *Computing*

Sep 2021 - May 2023

Achieved a triple Distinction Grade (DDD)

Birchgrove Comprehensive, Swansea — *ICT*

September 2016 - May 2021

Achieved a A* Grade

Personal Projects

All these projects are available in better depth at cody-mills.github.io

Boxed Up! — *10th Mar 2025 – 13th May 2025*

'Boxed Up!' was a game I was a programmer for through its whole development. The game was made in a large team of 26 people of many disciplines. This collaborative experience was a first for me but was an incredible opportunity. The game was developed using Unreal Engine 5 & has been released on Steam. More information on my webpage for 'Boxed Up!'.

Witching Hour VR — *28th Feb 2025 – 13th May 2025*

'Witching Hour VR was a game I was the sole developer which I made in the Godot game engine. The game is a virtual reality horror experience where you explore a graveyard at night. This was my first time working on any XR technology and was such a fun and unique experience. More information on my webpage for 'Witching Hour VR'.

Rooftop Gunning— *Feb 2024 – Mar 2024*

Rooftop Gunning was a Game I made in Unreal Engine 5 where you play as a tank and have to gather upgrades, slow time and dodge attacks to reach the end of the level. This is what the game looks like. This project I mostly focused on making a well presented game with slow motion effects and other aspects to enhance its visual appeal.

Interests

Dungeons & Dragons – I host a long running D&D campaign for me & my friends.

Fighting Games Society – On my University Campus I go to a fighting Games society on Thursdays.

Gym – The Gym is a major part of my routine and is where I go to put all my excess energy into for the sake of self–improvement and discipline.

Referrals

Referrals are available on request.