

Cody Way

Devon, UK

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codyway.dev

Profile

- Adept at programming in C++ and C#.
- Experience programming with Python, C and Objective C.
- Proficient at PHP and MySQL.
- Trained to use OpenGL and GLSL to work with the graphics pipeline.
- Experience programming custom designed component based game engines.
- Completed projects using Unreal Engine 4 and Unity 3D.
- Strong understanding of object oriented design and implementation.
- Knowledge of network design and system architecture.
- Skilled at learning new programming languages and concepts.
- Knowledge and experience of code documentation styles and formats.
- Experienced with testing, error checking and bug fixing code.
- Version control and management experience using Git.
- Familiar with asset creation techniques and software such as Maya, Zbrush and Photoshop.
- Highly proficient with Microsoft Word, Excel, PowerPoint, Outlook, Project and Publisher.

Education

Bournemouth University

2014 – 2018

BSc Games Programming

- **First Class Honors (1)**

Game Engine Programming	AI Programming
Feature Design and Implementation	Algorithms
Software Programming	Computational Programming
System Architecture	Component Based Systems
Computer Graphics Programming	Object Oriented Techniques
Mobile Games Programming	Business Innovation
Networking	Accounting

Access to Higher Education Diploma: Business and IT

- **39 Credits at Distinction, 9 Credits at Merit.**

Computer Graphics	Mathematics
Web Page Design and Production	Consumer Law
Accounting	Human Resource Management
Applied Business Marketing	English

Level 2 Certificate for IT Users (ITQ)

- Trained to effectively use the Microsoft Office Suite.

Work History

<u>King's Service Centre</u>	<u>Newquay, Cornwall</u>	<u>2019 – 2025</u>
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Game Developer

- Created web browser educational games based on game design documents.
- Designed and implemented systems, as required or requested, for each project.
- Tested and optimized systems to improve performance, quality and accessibility.
- Managed all software engineering tasks related to game development from design to release.
- Worked remotely with artists, designers and project managers to refine designs, estimate timescales and produce products to given deadlines.

<u>DTM Media Global</u>	<u>Totnes, Devon</u>	<u>2018</u>
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Unity Programmer

- Developed Unity packages which added functionality to existing simulation software.
- Created user interface components for use with Unity3D projects.
- Debugged and improved upon existing systems.
- Conducted on site maintenance on existing software installations.
- Worked closely with a small team of software engineers to achieve goals set by the project manager.

Interests

- Motivated, reliable, team player.
- Passionate about researching the latest technology and scientific advancements.
- Keen interest in current global affairs.

References

Wen Tang, Lecturer
Bournemouth University
Fern Barrow, Talbot Campus, Poole, Dorset
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Jonathan Walsh, Team Leader
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