

Zody Woolsey

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Profile:

I am a programmer/software developer who is extremely passionate about XR and the future of technology. I believe that XR will bring about a new age of human interaction and experiences like nothing we have experienced before. I have experience in many different software tools and frameworks. I have a strong feeling of duty in helping others be happy and progressing technology in what ways I can.

Portfolio: <https://zodywoolsey.github.io> (currently being reworked) || <https://github.com/zodywoolsey> || <https://www.youtube.com/user/zodywoolsey>

Passions/Exp:

- Worked with many application/web tools and frameworks.
- Significant experience working on various VR solutions on web/mobile/desktop in free-time.
- Extreme passion for creating digital realities and simulations.
- I believe that XR will be the next major consumer computing platform and will replace smart phones in the near future.

**Software Engineer, SEKESC (Greenbush) ; Springfield, Missouri – July, 2019 – Present**

Build software solutions for education professionals all across Kansas. This includes survey reporting systems, time and attendance systems, etc. Most software involves web-applications using ASP.NET Core/Framework. I am also building an education project using Godot vr to create a tool that teachers can use to teach kids and kids can use to learn the basics of 3d space and programming.

**Software Engineer, Paperwise Inc. ; Springfield, Missouri – December, 2018 – July 2019**

Build new and maintain old software developed by Paperwise Inc. Build custom solutions for customers using a built-in scripting/application extension system that is part of the Paperwise software suite. Experimental configuration and implementation of a machine learning document classification system.

**Software Engineer (Intern), Paperwise Inc. ; Springfield, Missouri – October, 2017 – December 2018**

Begin with Support technician, taking calls and solving customer issues with manual or automated solutions. Build small automation apps to fix customer issues with the Paperwise software suite. Fast-tracked into full-time development before full completion of internship.

**Repair Technician, Computer Geeks; Springfield, Missouri – 2017 May 28, 2017 – September 29, 2017**

**Staples Easy Tech Sales Associate, Staples; Springfield, Missouri – 2016 August – May 28, 2017**

**Summer Tech Support, Ozark School District Tech Department; Ozark, Missouri – May 2016 – 10 August, 2016**

**Tech Support, Ozark High School; Ozark, Missouri – 2013 – 2016 School Years**

The 4 above positions involved computer hardware maintenance, running cables, setting up various equipment and network hardware, as well as selling tech devices.

**Education**

Ozark High School, Ozark, Missouri – High School Diploma, 2016

Ozarks Technical Community College, Ozark, Missouri – Student, Fall 2016 – Spring 2018

Missouri State University, Springfield Missouri – Student, Fall 2018 – Spring 2019; Computer Science

**Skills**

Languages of note: Python, HTML/CSS/JS, Java, C#/.Net, GDscript, and dabbles in various others. (currently learning c++ and Rust)

3d/2d/XR for mobile/desktop and app dev experience with Godot. My current Godot vr ventures include many tests with various different takes on vr ui/ux as well as creating a simplified and highly performant physics-based interaction system.

Some personal experience in Unity.

Webexr/webgl experience with shadertoy, AFrame, three.js.