# Cody Peterson

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## Professional Summary

Software Engineer with 4 years of experience designing and building scalable, mission-critical systems using C#/.NET. Proven ability to architect robust solutions, lead development teams, and automate CI/CD pipelines for complex applications. Seeking to leverage strong software architecture skills, C# proficiency, and practical experience with **Unity** and **real-time 3D simulation** to contribute to challenging projects in simulation, digital twins, or robotics. Rapidly advanced from DevOps Engineer to Architect on a large-scale government project.

## Technical Skills

* **Languages:** **C#**, C++, Python, PowerShell, SQL, JavaScript
* **Simulation & 3D Development:** **Unity Engine (C# Scripting)**, Real-Time 3D Concepts, **Physics Simulation (Basic)**, Object-Oriented Design for Simulation
* **Architecture & DevOps:** Software Architecture, System Design, CI/CD Pipelines, Azure DevOps, Git
* **Frameworks & Platforms:** .NET, Azure, Microsoft Power Platform
* **Leadership & Methodologies:** Technical Leadership, Agile / RAD, Code Review & Mentorship, People Management

## Professional Experience

**In Time Tec - IRIS Project** | Boise, ID | 2022 – Present

Architect / People Manager (Est. Early 2024 – Present)

* Architected a highly available (99.9% uptime) enterprise system serving 500+ users, focusing on scalability and long-term maintainability.
* Designed and implemented core backend components in C#/.NET, handling complex business logic, data processing, and system integrations relevant to managing real-time system states.
* Managed and mentored a software engineering team, improving productivity by 25% through process optimization and technical guidance.

Tech Lead (Est. Mid 2023 – Early 2024)

* Led the development lifecycle for a major system module, ensuring timely delivery from technical design to production deployment.
* Enforced high code quality standards through rigorous code reviews, focusing on performance and architectural consistency.
* Translated complex business requirements into actionable technical tasks for the development team.

DevOps Engineer (2022 – Mid 2023)

* Engineered and fully automated the CI/CD pipeline using Azure DevOps, drastically reducing deployment time (4 hours to 15 mins) and eliminating manual errors for a critical system.
* Developed PowerShell scripts for environment configuration and automated deployment, enhancing system reliability and reducing manual overhead.

## Projects

Autonomous Robotics Turret (Computer Vision & Targeting System)

* Co-developed an autonomous turret leveraging Python for computer vision (object recognition, trajectory prediction) and C++ for real-time targeting and hardware control.
* Successfully integrated diverse hardware (sensors, actuators) and software components into a functional, cohesive system, demonstrating practical application of physics and control logic.

Asymmetric VR Physics Simulation (Independent Project - Unity)

* Developing an interactive simulation in Unity exploring physics-based interactions in VR.
* Implementing core mechanics using C# scripting, focusing on real-time physics calculations (e.g., impact forces, object manipulation) and asymmetric gameplay logic between VR and non-VR users.
* Actively learning and applying Unity concepts, leveraging AI tools for initial code generation and personal C# expertise for refinement and debugging.

Automated Document Template Editor

* Independently developed a PowerShell tool automating mass edits of Word templates, saving significant manual effort (~40 hours) and preventing errors.

## Education

Bachelor of Science, Computer Science

Full Sail University

## Professional Development

Executive Leadership & Communication Training

(Landmark Forum, Advanced Course, SLP)