Cody M. Andrews

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Experience

Independent Study (Examples available on my website)   Oct 2016 - Present
- Implemented and open sourced optimized 3D portal system in Unity3D
- Implemented P2P multiplayer networking adapter for Unity UNet with Steamworks API
- Performed Fourier transform analysis on audio signals for 3D visualization
- Created 2D tile editor for real-time level creation

Senior Software Engineer   Jul 2015 - Oct 2016
Dell Inc. - Seattle, WA
- Built, deployed, and maintained an internal website for cross referencing multiple terabytes of test log data using Python and Apache Solr. This significantly reduced the rate of duplicate bug reports and saved engineer's time on triage
- Designed and built RESTful API for managing IP address reservations and acquisition with Python, Flask, and InfoBlox API

Software Developer   Jun 2013 - Jul 2015
EMC Isilon - Seattle, WA
- Became subject matter expert for NAS auditing subsystem in under a year
- Led technical deep dives on auditing system with Q&A for 10-15 field engineers
- Performed forensic core dump analysis with GDB to investigate failures in customer installations
- Appointed "Head Stability Czar" responsible for communicating between teams to ensure software was stable at all times

Software Developer Intern   Jun 2012 - Sep 2012
EMC Isilon - Seattle, WA
- Developed log data visualization tools for internal analytics using Javascript, HTML, and CSS

Education

Bachelor's of Science - Computer Engineering   Sep 2010 - Jun 2013
University of Washington - Seattle, WA

Skills

Proficient Languages: C#, Python, HLSL/CG (ShaderLab in Unity)
Adequate Languages: C, Java, SQL, HTML, CSS, JavaScript
Operating Systems: Windows, Linux (Ubuntu)
Tools: Unity3D, Git, Subversion, PostgreSQL, SQLite, Apache Solr, TravisCI, Photoshop
3D Modelling: Blender, Sculpting, Retopology, Skinning, Rigging, UV Mapping, Texture Painting
Miscellaneous: JSON, XML, Agile, Scrum, Kanban