

Cody Troyer

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Education

University of California: Riverside

Graduate: August 2014

- Bachelor of Science in Computer Science

Job History

- Global Eagle Entertainment October 2014 - Present
 - Software Engineer, Lake Forest, CA
 - Integrate games and applications into Panasonic's platforms
 - Collaborate with development teams in Montreal
 - Assist with coding new games as well as upkeep on existing titles using C++ and Visual Studio
 - Assist with scripts that automate repetitive tasks that Developers and Quality Assurance do on a daily basis
- Wyzant.com August 2013 - Present
 - Private Tutor, Online
 - Work 1-on-1 with clients in an engaging and productive environment
 - Prepare work plans for bi-weekly sessions
 - Teach topics ranging from pre-algebra to multivariable calculus to data structures and algorithms

Work Projects

- Designed Several scripts that automated repetitive tasks performed at work
 - I designed a script that would launch all the games from the native environment where they could be quickly tested without QA being present.
 - I designed a script that would grab information about panasonic's rack setup and would automatically edit my configuration files to be compatible.

Academic Projects

- Video Game Design [April 2014 - June 2014] (C#)
 - Designed a Real Time Strategy game on a team of 4 in a 10 week production cycle using C# scripting in Unity.
- Graphics [November 2013] (C++)
 - Created a program that subdivides polygonal meshes using C++ and OpenGL.
- All projects can be found at <http://www.codyatroyer.com/>.

Relevant Coursework

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|----------------------------------|---------------------------------------|
| • Computer Graphics | • Software Construction |
| • Data Structures and Algorithms | • Embedded Systems |
| • Computer Systems Architecture | • Video Game Design |
| • Modeling and Simulation | • Principles of Programming Languages |

Skills

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|---------------------------------------|---|
| • Fluent in C++/C/C# | • Works in Android, Linux, OSX, and Windows |
| • Fluent in Bash and Python scripting | • Solid foundation using OpenGL and Unity |
| • Experience with MySQL and Java | • Experience with Agile development environment |
| • Excellent with Visual Studio | • Analytical, social, and communication skills |