

# Cody Troyer

E-Mail: [codyatroyer@yahoo.com](mailto:codyatroyer@yahoo.com)

Website: <http://www.codyatroyer.com/>

3892 Blackthorn  
Irvine, CA 92606

Phone: (619) 787-0365

## Education

University of California: Riverside

- Bachelor of Science in Computer Science

Graduate: August 2014

Major GPA: 3.0

## Job History

- DTI Software October 2014 - Present
  - Software Engineer, Lake Forest, CA
    - Working under the development manager, I was required to integrate games and applications into Panasonic's platforms. I worked in a united and animated team and interact with the development team in Montreal and the quality assurance departments.
- Wyzant.com August 2013 - Present
  - Private Tutor, Online
    - With the Wyzant site, you make an account and can search for those in need, or they can search for tutors in their area that meet their specific needs. I worked with several clients in a 1-on-1 environment and shared my knowledge of math and computer science in an engaging and productive manner.

## 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.
- Video Game Design [June 2014] (C++)
  - Designed and created Side Scrolling game using C++ in Ogre.
- 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

- |                                       |                                      |
|---------------------------------------|--------------------------------------|
| • Machine Org. and Assembly language  | • Software Construction              |
| • Logic Design                        | • Embedded Systems                   |
| • Computer Graphics                   | • Video Game Design                  |
| • Data Structures and Algorithms      | • Theory of Automata                 |
| • Computer Systems Architecture       | • Modeling and Simulation            |
| • Principles of Programming Languages | • Senior Design in Video Game Design |

## Skills

- |   |  |
|---|--|
| • Fluent in C++/C/C#                                    | • Java, ML, Prolog, Assembly                         |
| • Solid foundation using Unity                          | • Solid foundation using OpenGL                      |
| • Solid background work with Linux, OSX, and Windows OS | • Great analytical, social, and communication skills |
| • Solid Bash, Pearl, and Python scripting               |  |

## Reference

- Available upon request