Stuart Winslow
Software Engineer & Game Developer

Experience

October 2018 - Present

Contract Developer
M2 Systems Corporation
- Back-end developer working with web server and REST API development.
- Designer and programmer for middleware microservices that query databases and deliver data, and verify user credentials using OAuth2 and OpenID-Connect.

July 2018 - Present

Gameplay Programmer
PSI Games
- Front-end designer and programmer for Agent Silhouette.
- Programmed character controller using a custom built state machine in tandem with Unity's animation state machine.
- Programmed micro behaviours and game-driven event systems of gameplay entities (behaviour scripting).
- Assisted artists in 2D asset implementation and technical workflow.

May 2018 - Present

Software Engineer
Tenosar Corporation
- Full stack developer for creative technical solutions based on client needs.
- Designed and developed client-side and server-side functionality for an electronic health record system (EHRS) using the Django web-framework.
- Designed and developed Athena that is a construct for an EHRS utilizing the power of AI and machine learning to assist in diagnosing patients with accurate ICD-10 codes.
- Designed and developed front-end UI dashboard for One-World Terrain contracted by the DoD using .NET and Caliburn frameworks.
- Drafted and managed technical documentation for all associated company projects, including Athena.

January 2017 - August 2017

Gameplay Programmer Intern
E2i Creative Studio
- Optimized and debugged collisions for a drone (UAV) flight system for an open world simulation in Unity3D modeled after an Army simulation called MUSIM.
- As lead programmer for a team, Implemented speech recognition for a Google Cardboard VR Android application in Unity3D to trigger 3D interactions on user voice input.
- As lead programmer for a team, designed and developed random puzzle generator framework for an asymmetric puzzle game in Unreal Engine 4 using it's Blueprint system and C++ code-behind.

Education

January 2014 - August 2017

University of Central Florida
- BA in Game Design with a focus on programming
- Minor in Computer Science

Personal Info

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Portfolio:
ghostravenstorm.github.io

Github:
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Skills / Proficiency

Skill	Proficiency (out of 5)
C#	●●●●●
C++	●●●○○
Java	●●●●○
Go	●●●●○
JavaScript	●●●●●
Lua	●●●●○
Python	●●●○○
Git	●●●●○
Unity3D	●●●●●
Unreal Engine 4	●●●●○
PostgreSQL	●●●○○
MySQL	●●●○○
Neo4J	●●●○○
Cassandra	●●●○○
Redis	●●○○○
Docker	●●●○○
Windows	●●●●●
Linux	●●●○○
Capacity to Learn Quickly	●●●●●●●