

Stuart Winslow - Programmer, Scripter, Software Architect

(321) 426 0790

stu.winslow@outlook.com - [Website](#) - [GitHub](#) - [LinkedIn](#)

Skills

C++, C#, Java, JavaScript, Python, Lua, GitHub, Unity3D, Unreal Engine

Projects

Project SheRBA

Student research project in Unity3D that takes users on a point-and-click adventure with Sherlock to unravel the mysteries of biblical archeology.

- Developed custom Video Player Console framework using Unity3D Video Player API for video playback in Unity's Canvas API that can pause, play, and seek
- Developed GUI-based click-and-drag inventory system for acquired items
- Developed user notification system that shows a timed text message (uses Nano Timers) based on certain events that occur using an Observer pattern

Nano Timers

High-precision timer API developed for Unity3D 5.6.X that can be integrated into multiple game play systems.

- Software based timer with 1/50th of a second precision
- Includes Stopwatches and Countdown Timers that do a function callback when a timer has expired to execute an event

Ally Selector

Smart unit selection addon for WildStar that helps the user select the lowest health ally in range with customizable filters.

- Uses a "somewhat" functional approach to programming where functions minimize side effects within the scope of the addon itself and uses pure recursion with tail-call optimization to iterate over data structures
- Includes dynamic lua module generation for the Bookmarking system that holds unit data and references that can make a theoretical infinite number of units selectable with a hotkey

Experience

Programmer (Intern), January 2016 - August 2016

E2i Creative Studio, Orlando Florida

- Debugged drone flight systems for Science Valley in Unity3D
- Programmed hands-free voice input for Hotdog Catapult in Unity3D using Google Android API
- Designed and implemented random puzzle generator framework for Portal Chaos in Unreal Engine that utilizes a Command design pattern using Blueprint interfaces

Education

Bachelors of Arts in Digital Media: Game Design

University of Central Florida - Orlando, Florida

Associates of Arts in Digital Media

Seminole State College of Florida, Sanford, Florida