Stuart Winslow - Software Architect, Game Designer

Portfolio: https://ghostravenstorm.github.io/
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Experience

Gameplay Programming Intern, Jan 2016 - Aug 2016
E2i Creative Studio - Orlando, Florida

- Collaborated on a cross-functional team of artists and programmers to develop games and simulations with VR technologies such as Google Cardboard and Oculus Rift

- Optimized and debugged collisions for a drone (UAV) flight system for an open world simulation in Unity3D modeled off an Army simulation called MUSIM

- Implemented speech recognition for a Google Cardboard VR Android application in Unity3D using C# to trigger 3D interactions on user voice input

- Designed and programmed random puzzle generator framework for an asymmetric puzzle game in Unreal Engine 4 that utilizes a command pattern using UE4 Blueprint system and C++

Technical Skills

- C#, C++, Java, Python, Lua, Javascript

- 3 years experience Unity3D with C#, 2 years experience Unreal Engine with C++, 1 years with Apollo API (for WildStar) with Lua

- Git and Perforce version control systems

Applications

Ally Selector (for WildStar)

- Unit smart selection UX/UI mod designed for WildStar to assist users in quickly selecting the lowest health ally in range with a single hotkey for quick, life-saving plays

- Allows users to add other players to a list of selectable units where each can be bound to any hotkey of the user's choice, which WildStar doesn't support in its default UI

- Architected an Array List data structure to better manage large collections of data because table management in Lua can get cumbersome quite fast with large quantities of data

- Uses pure recursion to iterate over data structures due to Lua's lack of for-loop and while-loop structures

Nano Timers (for Unity3D)

- High-precision timer library developed for Unity3D designed to quickly and easily setup multiple, concurrent timers that trigger different events

- Includes Stopwatches and Countdown Timers that do a function callback when a timer has expired to execute a specific event whether it be a countdown to game over, a repeating spawn timer for game entities, or a refresh timer for player abilities

Education

Bachelors of Arts in Digital Media: Game Design
University of Central Florida - Orlando, Florida