Stuart Winslow **Software Engineer, Game Designer**
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Stuart Winslow has experience in game design, simulation, virtual reality, and augmented reality industries. Expertise include designing code-based framework for high-level systems, writing performance and memory optimized code, quality assurance and bug analysis, designing high-level libraries and APIs for ease of use, and designing tool sand GUIs for non-technical ease of use. His technical skills include knowledge of several programming languages (C, C++, C#, Java, JavaScript, Python, Lua), knowledge of game engine technologies (Unity3D and Unreal Engine), knowledge of game scripting APIs (Apollo for Wildstar), and knowledge of versioning control systems (Git and Perforce).

Experience

- 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 on a team of 4, Implemented speech recognition for a Google Cardboard VR Android application in Unity3D using C# to trigger 3D interactions on user voice input.
- As lead programmer on a team of 4, designed and programmed random puzzle generator framework for an asymmetric puzzle game in Unreal Engine 4 that utilizes a command pattern using Unreal Engine's Blueprint system and C++ backend.
- Developed an array list class for a mod in Wildstar, using it's Apollo API, designed with methods to help sort large quantities of game data using meta tables in Lua, which is the only data structure the language has, while using pure recursion to iterate over these structures.
- Developed a high-precision timer library for Unity3D designed to quickly setup multiple timers for game driven events such as: countdown to game over, repeating spawn timers for game entities, or cooldown timer for player abilities.
- As a Sr. programmer on a team of 7, designed and programmed use of an object pooling pattern in Unity3D for spawnable game entities that would help prevent memory fragmentation and optimize engine performance.
- As a Sr. programmer on a team of 21, designed and implemented use of a modular weapon system for a tank combat simulation in Unreal Engine using a combination of C++ and Blueprints.
- As lead programmer in cooperation with university department researchers, designed and developed a video player super-system for video playback within Unity3D's Canvas API that gives users play, pause, and seek functions.
- As lead programmer on a team of 4, designed and programmed a custom state machine for a 2D platformer in Unity3D that helped to link together the main character's different animation states with player input while also keeping track of the character's logical state.
- As lead programmer on a team of 5, designed and programmed combat system for a 2D hack and slash game in Unity3D with weapon and player hitboxes that would calculate damage upon collision, so the player could defeat enemies or be defeated.

Positions Held

- Gameplay Programming Intern — E2i Creative Studio
- Seasonal Sales Associate — Chapel Hats

Education

- B.A. Digital Media: Game Design — University of Central Florida (2017)
- A.A. Digital Media — Seminole State College (2014)