Cody Pederson
Game Developer - Fuhu Inc

Broomfield, CO - Email me on Indeed: indeed.com/r/Cody-Pederson/c7968554986abdff

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer
Fuhu Inc   -   Denver, CO - 2014 to Present

Storage Server Integrator
Seagate Technology   -   Longmont, CO - 2013 to 2014

Customer Service Representative
OtterBox   -   Frederick, CO - 2013 to 2013

2013

Personal Care Attendant
Personal   -   Salisbury, MA - 2010 to 2013

SKILLS

Unity 3D (2 years), C# (2 years)

LINKS

http://Tykox64.tumblr.com

http://globalgamejam.org/2015/games/stranded-planet-dewidoo

https://dl.dropboxusercontent.com/u/206716443/Aguraki%20Test%20Link/build.html

https://www.dropbox.com/sh/j023pz8cyfzo3ey/ErPtokumSZ

ADDITIONAL INFORMATION

• C++ / C# • Quick learner • Unity 3D
• Java • Object Oriented Programming (OOP) • Unreal Engine 4
• HTML • Strong organizational skills • Good humor
• Detail oriented • Sharp problem solver • Self-starter

Programming Skills
• 2 years of experience in Unity 3D, utilizing both C# and Unityscript
• Worked closely with artists, writers, and other programmers to ensure proper code functionality
• Organized game documents and all game related assets for ease of access
• Used complex mathematics, including vectors, matrices, and quaternions, to simulate in game physics
• Designed, programmed, and tested user and engine interfaces

• Designed Gameplay tools for artists, designers, and other programmers to help expedite development time

Communication Skills
• Strong verbal and written communication skills
• Microsoft Office and Outlook experience
• Strong experience with Dropbox, Git, and Unity asset server

Related Skills
• Strong team player
• Upbeat and positive attitude
• 2 years of game programming experience
• Knowledge of related tools such as Maya, 3DS Max, Soundbooth, and Visual Studio
• Several released games on nabi Big Tab and nabi Dream Tab devices
• Designed Gameplay, Progression, and skill systems for entertainment value, player retention and ease of use