Cody Collinsworth

Unity/C# Programmer

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About me

I am a programmer specializing in AI, gameplay systems, and networking. I have a passion for codebase cleanliness, documentation, and good time management. I very firmly believe that virtual reality is the future.

Skills

- Ruby
- Elixir
- NodeJS
- Python
- C#

Game that I worked on was at one (OUT QUEST) - GDC 2015.
Other games I have worked on include Saurian (http://sauriangame.com)
Astral Games' Journey's End (https://www.indiedb.com/games/journeys-end), a fair amount of
freelance projects I've helped with, and a simulator project with Ironbelly Studios (https://getitrighttraining.com/)

Interests

I love retro computing, simulation & strategy gaming, music theory, astrophysics, and a solid cup of espresso.

Experience

2019-Cur. Programmer — Ironbelly Studios

I am the secondary person involved in implementing UI/UX and gameplay features in Ironbelly's Get It Right product, as well as the primary/lead developer for porting the very same software to VR.

2019 Networking / AI Programmer — Urvogel Games

I was the primary person responsible for the development of multi-player features in Saurian, adapting to a pre-existing and unfamiliar technology stack in only a couple of days. I was also responsible for implementing and improving realistic, stateless utility AI for accurate simulation of dinousaur behaviour.

2012-2018 Lead Programmer — Astral Games

I was the lead systems designer and primary programmer for several unreleased projects, including Journey's End, Frameshift, and Umbral Skies, where I implemented several interesting features, such as: multilayered behaviour trees, node-based pathfinding based on directed acyclic graphs, and complex combat systems.

In addition, full implementation of a realistic cockpit simulator (including dynamic image rasterization for realistic MFD panels), and VR-stable (non-nauseating) inverse kinematics-driven, dynamic "mech" simulation for 2 to 8 legs, as well as sound design and atmospherics simulation.

2015-2016 Gameplay Programmer — RASAM Concept

I worked as the primary person responsible for the implementation of performant grid-based, turn-based strategy AI, tree-based visual novel-like conversation functionality, as well as a full overhaul of existing systems to be compatible with best design practices and standards on Out Quest.