

CODEY WINSLOW

Engineer III | Game Developer

541-817-7359 | codeywinslow@gmail.com | www.github.com/CodeyWinslow | www.codeywinslow.com

Projects

- ❖ Concord
- ❖ Madden NFL 22 + 23
- ❖ Prominence Poker
- ❖ Canceled title with Wizards of the Coast

Education

B.S. Software Engineering

Oregon Institute of Technology

Graduated Summa Cum Laude | June 2021

Skills

Software: Unreal Engine, UE4, UE5, Unity Engine, Perforce, Jira

Programming Languages: C++, C#, C, Python, MySQL, ActionScript

Areas: UI, Gameplay, Backend, Tooling

Miscellaneous: Team Leading, Networked Gameplay, Systems Design, Technical Documentation, Rapid Team Integration, Performance Optimization, Amazon Web Services (AWS)

Work History

PIPEWORKS STUDIOS

Engineer III | August 2024 - Present

Concord (PC, PS5) with PlayStation Studios

Codev project with Firewalk Studios using Unreal Engine 5. I developed my technical artist skills on this project in addition to my role as a UI engineer. Responsibilities included shell menu and HUD implementation, material/shader work, performance optimization, and interfacing with gameplay systems.

Engineer II | February 2023 - August 2024

Prominence Poker (PC, PS5, Xbox One)

I led the team as the live-ops lead on this original IP, managing the build system and publishing process, interfacing with the publisher, and guiding active development in parallel. Technologies include Unreal Engine 4, MySQL, WPF, MVC ASP.NET, AWS, and working with languages like Python, C#, C++, SQL, and UE4 Blueprints.

Engineer I | July 2021 - January 2023

Madden NFL 22, Madden NFL 23 (PC, PS4, PS5, Xbox One, Xbox One Series X) with Electronic Arts

Codev project with EA Tiburon. Worked on server, client, and UI using C++, C#, MySQL, and ActionScript.

Collaborated with a team of 40+ engineers.

Canceled title with Wizards of the Coast.

Used the Unity game engine and wrote C# code for backend infrastructure, networked gameplay systems, and character movement/collision. Worked closely with designers to create flexible gameplay systems for a playable proof-of-concept.

OREGON NASA SPACE GRANT CONSORTIUM

Internship | July 2020 - September 2020

OSGC-funded, mentored research project to study learning with virtual reality. Developed experiment and touchscreen application to teach and test defined procedures. Used Unity Engine to develop a virtual environment for users.