CODY WAY - Gameplay Programmer

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PROFILE

Gameplay programmer with 6+ years of experience developing interactive systems in Unity, Unreal, and custom C++ engines. Skilled in scalable gameplay architectures, procedural generation, and AI systems optimized for performance, maintainability, and player responsiveness.

CORE SKILLS

Languages: C++, C#, Python

Engines: Unity, Unreal Engine 4 & 5

Gameplay Systems: ECS, AI, Procedural Generation, State Machines, Tooling

Graphics: OpenGL, GLSL, Shader Development, Rendering Optimisation

Tools: Git, Visual Studio, Jira, Blender, Photoshop, Unity Profiler

PROFESSIONAL EXPERIENCE

King's Service Centre - Game Developer (2019–2025, Remote)

- Designed modular gameplay frameworks for Unity/WebGL simulations, improving integration time by 30%.
- Built reusable data-driven systems supporting 5+ projects across multiple teams.
- Optimized rendering and memory use, reducing scene load times by ~40%.
- Mentored junior developers in Unity workflows, clean architecture, and performance best practices.

DTM Media Global - Unity Programmer (2018)

- Developed Unity editor extensions and runtime modules integrating real-time simulation logic and visualization.
- Improved build stability and iteration speed by profiling and resolving key performance bottlenecks.

EDUCATION

BSc (Hons) Games Programming - Bournemouth University (First Class Honours, 2018)

Focus areas: Engine Architecture, AI and Gameplay Systems, Optimization, and Graphics Programming

SELECTED PROJECTS

Live portfolio at codyway.dev

Lab Sim - Commercial Unity/WebGL Simulation
Developed modular event and AI-driven systems enabling adaptive simulation logic and designer-built training scenarios without code changes.

Spellbound Survival - Procedurally Generated Mobile Survival Game
Solo project showcasing procedural terrain generation, modular AI behaviours, and custom resource systems built on scalable ECS-inspired architecture. Features progression, combat, crafting, construction, and persistent data.

KEY ACHIEVEMENTS

- Built physics-driven prototypes demonstrating Unity and C# design patterns (ECS, event-driven architecture).
- Delivered multiple shipped Unity/WebGL projects for educational and commercial clients.
- First-Class graduate recognized for excellence in engine programming and graphics.
- Developed reusable gameplay tools and AI behaviour frameworks used across multiple projects.