

# Cody Van De Mark

## Software Engineer

### Dev Skills

**Tools:** Unreal, Unity, Node.js, React.js, Azure SQL, MongoDB, Git, Perforce

**Languages:** C#, Javascript, Typescript, C++, HTML, CSS, SQL, noSQL

**Certificates:** Udemy Unreal C++ Developer, Accessibility in Action

### Projects

#### **Evolution Moon**

Pre-release on Steam. Solo engineer. Multiplayer FPS made in Unreal.

[https://store.steampowered.com/app/1748740/Evolution\\_Moon\\_Warfare/](https://store.steampowered.com/app/1748740/Evolution_Moon_Warfare/)

#### **Table Trenches**

Released on iOS & Android. Network/multiplayer architect & engineer. Multiplayer augmented reality strategy game made in Unity.

<https://www.dbcreations.studio/table-trenches>

#### **Desolate Cosmos**

Personal project focused on tech art, optimization & profiling.

<https://renardchien.github.io/DesolateCosmos-PostMortem/>

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### Professional Experience

#### **Microsoft / Software Engineer II**

March. 2020 - Present, Redmond, WA

- Currently a technical lead for Viva Sales in Microsoft Teams & Outlook.
- Previously the technical lead for Office Integration in Dynamics and the shipping/release of Microsoft Deal Manager.
- Full stack dev with Unity (for augmented reality products), C#, React, Typescript, Javascript, Node.js and SQL.
- Developed and shipped D365 Product Visualize Augmented Reality, Microsoft Deal Manager and Office Integration for Dynamics (SharePoint, OneDrive, OneNote, etc).

#### **Rochester Institute of Technology / Faculty**

##### **Interactive Games and Media**

Sept. 2013 - Feb. 2020, Rochester, NY

Wrote and taught various courses on -

- Unity, Unreal, Tech Art, Application Profiling, C++, C#, full-stack development, 2d/3d Interactive Media, MVC/MVVM, React, Node.js, Database.

#### **OnWire Consulting Group / Software Engineer (Contract)**

March 2013 - Aug. 2013, Raleigh, NC

#### **TraceLink (Formerly ROC IT Solutions) / Software Engineer (Full Stack)**

July 2012 - Feb. 2013, Rochester, NY

### Education

#### **Rochester Institute of Technology**

- Masters of Science in Human-Computer Interaction, 2013
- Bachelors of Science in Information Technology, 2011