

Cody Van De Mark

Senior Backend Systems Engineer

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SUMMARY

Backend systems engineer with 14+ years across high-scale distributed services, security, and shipped multiplayer games. Engineering lead for security on Microsoft's Sales agent and Head of Engineering at an independent studio building multiplayer titles in Unreal. Server architecture and networking through to tools, gameplay, and the web front ends on top.

TECHNICAL SKILLS

Languages: C#, TypeScript, JavaScript, SQL, Python, Java

Backend & Infrastructure: Distributed systems, high-scalability service architecture, REST APIs, Node.js, Azure, Azure SQL, MongoDB, NoSQL, dedicated game servers, CI/CD

Security: Secure code development, threat modeling, vulnerability remediation, authentication and authorization, code auditing, DoD/NISPOM practices

Multiplayer & Games: Unreal Engine, Unity, gameplay networking, client-server replication, matchmaking, latency mitigation, profiling and optimization, Steam and mobile releases

Also: React, tools development, build pipelines, Git, Perforce, engineering lead, technical mentoring

PROFESSIONAL EXPERIENCE

Microsoft

Redmond, WA

Senior Software Engineer

September 2023 - Present

- Engineering lead for security on the Microsoft Sales agent, owning security architecture and review across agent and Copilot surfaces in Teams and Outlook.
- Own infrastructure and architecture decisions spanning multiple Business and Industry Copilot products, resolving group-wide issues that cross service boundaries.
- Design and harden backend services running at enterprise scale across Microsoft 365; previously an engineer on Copilot for Sales (formerly Viva Sales).

Software Engineer II

March 2020 - September 2023

- Feature team lead for Viva Sales across Teams and Outlook, and lead engineer for Office Integration with Dynamics 365 (SharePoint, OneDrive, OneNote, Excel, Word).
- Shipped Microsoft Deal Manager with React, TypeScript, and Node.js, and built Microsoft Product Visualize, an augmented reality product in Unity and C#.

Earth Giant Games

Seattle, WA

Head of Engineering

March 2025 - Present

- Lead all engineering for Tank Goblins, a multiplayer game in active development, and own the multiplayer backend: server architecture, replication, matchmaking, and network performance.
- Build the tools, build pipeline, and infrastructure the studio ships on; contributed engineering to the shipped title Crush Depth.

DB Creations

Remote

Lead Multiplayer and Networking Engineer

March 2020 - August 2020

- Architected the networking layer for Table Trenches, a shipped augmented reality strategy game on iOS and Android, including authoritative state sync and lag mitigation.

Rochester Institute of Technology

Rochester, NY

Lecturer, School of Interactive Games and Media

September 2013 - March 2020

- Wrote and taught seven years of graduate and undergraduate courses in Unreal, Unity, C++, C#, tech art, profiling, VR, full-stack web development, and databases.

Earlier: Security Engineer at OnWire Consulting Group; Full-Stack Software Engineer at ROC IT Solutions (now TraceLink); Software Security Engineer at Lockheed Martin.

SHIPPED WORK

Tank Goblins — In development. Multiplayer game in Unreal. Engineering lead and backend owner.

Table Trenches — Shipped on iOS and Android. Network and multiplayer architect. Unity. <https://www.dbcreations.studio/table-trenches>

Evolution Moon — Pre-release on Steam. Solo engineer. Multiplayer FPS in Unreal.

https://store.steampowered.com/app/1748740/Evolution_Moon_Warfare/

EDUCATION

Rochester Institute of Technology - M.S. Human-Computer Interaction (2012), B.S. Information Technology (2010). Certified Unreal Engine C++ Developer.