Cody Wiggins

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SUMMARY
Gameplay-focused Computer Science graduate with strong experience in C++ and Unreal Engine 5, specializing in AI systems, save/load architecture, and real-time gameplay mechanics. Background in large-scale technical operations with a proven ability to debug complex systems and ship reliable, performance-conscious features.

EDUCATION
THE UNIVERSITY OF TEXAS AT DALLAS   December 2025
Bachelor of Science, Computer Science   **GPA: 3.884**
Relevant Coursework: Computer Graphics, Scripting for Games, Computer Networks, Animation and Games

TECHNICAL SKILLS
Programming Languages: C++, Blueprint Visual Scripting, Python, Java, SQL
Applications and Frameworks: Unreal Engine 5, JUCE, Git/Git LFS, Ableton, ProTools
Game Development: Gameplay Programming, Shaders, Real-Time Systems, UI Development, AI Logic
Audio & DSP: Audio Signal Processing, Music Composition, Sound Design

PROJECTS
Horror Puzzle Game - Unreal Engine (Team Lead)
- Led a team of 5 students through a full semester-long Unreal Engine development pipeline
- Implemented save/load architecture, dynamic enemy spawning, interaction interfaces, and pickups
- Achieved classic horror aesthetic with custom post-processing, volumetric fog, and point lighting
- Built world-space tri-planar projection in materials for seamless texture tiling across varied mesh scales
- Defined Git workflows, coding standards, and reference implementations for maintainable development

12 Band Parametric Visual Equalizer - C++/Juce/DSP
- Engineered a real-time, thread-safe audio plugin using the JUCE framework and modern C++
- Implemented multi-type parametric filters and FFT-based, real-time spectrum analyzers
- Designed a custom GUI with interactive controls (draggable nodes, tooltips, parameter knobs)
- Delivered a production-ready audio tool showcasing DSP and UI development expertise

First-Person Movement Shooter Prototype - Unreal Engine
- Rapidly prototyped Blueprint systems for ammo, pickups, and interactions with inheritance and interfaces
- Implemented movement system with recharging dash, stamina management, and modular interactables
- Built save/load system tracking best completion times per level for speedrun replayability
- Created post-process materials for cell-shading, outlines, and speed effects achieving stylized aesthetic

PROFESSIONAL EXPERIENCE
Audio/Video Engineer, AV Services   Sept. 2022 - Nov. 2024
- Upgraded and maintained enterprise-level AV and IT systems for JP Morgan Chase training center
- Diagnosed and resolved hardware/software integration issues, ensuring uninterrupted operations
- Operated and directed large-scale technical productions, collaborating across teams and events

Crew Supervisor/Audio Engineer, KL Entertainment   Mar. 2018 - Sept. 2022
- Led rotating crews in nationwide operations configuring audio, video, lighting, and staging systems
- Coordinated technical workflows and optimized setup efficiency for complex event builds
- Oversaw calibration, troubleshooting, and system integrity during live events

Senior Technician, Professional Services Audio-Visual   Aug. 2015 - Feb. 2018
- Operated and maintained audio/video systems for high-profile corporate clients
- Managed equipment logistics and site operations, ensuring client satisfaction through precise execution