

Cody Watts

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Work Experience

Programming Intern – BioWare Edmonton – May to September, 2008

- ♦ Worked on the PC Role-Playing Game, *Dragon Age* as a member of the GUI team.
- ♦ Worked in Flash, ActionScript 2.0 and C++ to fix bugs & implement new features for *Dragon Age's* game engine and its in-game GUIs.
- ♦ Earned an "exceeds expectations" performance review at the end of the term.

Teaching Assistant – University of Calgary – January to May, 2008

- ♦ Prepared and delivered weekly lectures for CPSC 585 – Game Programming.
- ♦ Created online tutorials to educate students on the usage of Visual Studio, Maya, PhysX and other tools relevant to the course.

Research Student – Interactions Lab, University of Calgary – Summers 2006, 2007

- ♦ Investigated and created novel control and display interfaces for computer gaming as a part of this human-computer interaction lab.
- ♦ Designed and developed the augmented reality games *Save 'Em* and *Photogeist*.

Website Designer/Webmaster – Summers 2004, 2005

- ♦ Designed, implemented and configured websites for home-businesses and political campaigns.
- ♦ Worked closely with site owners to create customized website content, including galleries, storefronts, blogs, and quizzes.

Education

University of Calgary - 2007 to present

- ♦ Pursuing a Master's of Science in the field of Computer Science, under the co-supervision of Dr. Ehud Sharlin (University of Calgary) and Peter Woytiuk (BioWare).
- ♦ Completed coursework with an overall GPA of 4.0 (out of 4.0).

University of Calgary - 2002 to 2007

- ♦ Graduated with a Bachelor of Science with Distinction in the field of Computer Science.
- ♦ Maintained a GPA of 3.93 (out of 4.0) for which I was selected (from 95 graduating students) to receive the 2007 Department of Computer Science Silver Medallion.

Publications

- ♦ C. Watts, E. Sharlin and P. Woytiuk, "Matchmaker: Interpersonal Touch in Gaming", Technical report, Computer Science Department, University of Calgary, 2008-900-13, June 16, 2008.
- ♦ C. Watts, E. Sharlin "Save 'Em: Physical Gameplay using Augmented Reality Techniques", Full paper in Proceedings of Future Play 2007, November, 2007.
- ♦ C. Watts and E. Sharlin, "From the Desktop to the Tabletop: Bringing Virtual Games into the Physical World", Technical Report, Computer Science Department, University of Calgary, 2006-841-34, September 11, 2006.
- ♦ M. Xin, C. Watts and E. Sharlin, "Let's Get Physical: How Physical Control Methods Make Games Fun", Technical report, Computer Science Department, University of Calgary, 2007-849-01, January, 2007.
- ♦ C. Watts and E. Sharlin, "Save 'Em: Hands-On Gameplay", Technical report, Computer

Science Department, University of Calgary, 2007-854-06, March, 2007.

Honors and Scholarships

- ♦ Department of Computer Science Research Award (Honorary) – 2008
- ♦ Faculty of Graduate Studies Open Scholarship Competition (Honorary) – 2008
- ♦ Department of Computer Science Silver Medallion - 2007
- ♦ iCORE Graduate Scholarship Award - 2007
- ♦ Alberta Ingenuity MSc Student Scholarship - 2007
- ♦ NSERC Canada Graduate Scholarship M (CGS M) – 2007
- ♦ Faculty of Graduate Studies Open Scholarship Competition (Honorary) – 2007
- ♦ Dean's List - 2006 to 2007
- ♦ University of Calgary Undergraduate Merit Award - 2006
- ♦ Jason Lang Scholarship - 2006
- ♦ Canadian Information Processing Society Scholarship - 2006
- ♦ Dean's List - 2005 to 2006
- ♦ Viscount Bennett Undergraduate Scholarship - 2005
- ♦ University of Calgary Undergraduate Merit Award - 2005
- ♦ Louise McKinney Scholarship - 2005

Software Development Experience

***Photogeist* – Interactions Lab, University of Calgary - 2007**

- ♦ Designed and programmed this augmented-reality ghost-hunting game, which uses an ultra-mobile PC as a handheld camera.
- ♦ For more information on *Photogeist*, visit <http://www.codywatts.com/photogeist>.

***Save 'Em* – Interactions Lab, University of Calgary - 2006**

- ♦ Designed and programmed this augmented-reality action/puzzle game, which uses a head-mounted display to “project” the game into the player’s physical environment.
- ♦ For more information on *Save 'Em*, visit <http://www.codywatts.com/saveem>.

***Aeon Clash* - CPSC 585 (Game Programming), University of Calgary - 2006**

- ♦ In a team of five, designed and programmed this futuristic 3D racing game.
- ♦ Created aggressive and challenging opponents that avoid collisions, detect and correct erroneous states, and intelligently use weapons and power-ups.
- ♦ For more information on *Aeon Clash*, visit <http://www.codywatts.com/aeonclash>.

Interests

At this point in my life, one of my most significant interests is self-improvement. For this reason, I have been an avid jogger for the past three and a half years. In my daily life, I make a conscious effort to be open to the new experiences that come my way and to try things I would not normally do.

I am interested in games of all sorts, be they card-, board- or video games. I enjoy reading, particularly works of satire and I like mountain-hiking in Banff and Kananaskis Country during the summer.

References

Available upon request.