

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 & 2009

- ♦ Supervised weekly lab sessions for Computer Science 585 ("Games Programming").
- ♦ Developed online tutorials to assist students with 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

Master of Computer Science – University of Calgary - 2007 to 2009

- ♦ Completed graduate coursework with an overall GPA of 4.0 (out of 4.0).
- ♦ Currently writing my thesis entitled "Interpersonal Touch as a Novel Interaction Technique for Video Games".

Bachelor of Computer Science – University of Calgary - 2002 to 2007

- ♦ Graduated with 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.

Selected Publications

- ♦ Watts, C., Sharlin, E., and Woytiuk, P. 2008. Matchmaker: Interpersonal Touch in Gaming. In Proceedings of Edutainment 2009.
- ♦ Watts, C. and Sharlin, E. 2008. Photogeist: An Augmented Reality Photography Game. In Proceedings of the 2008 International Conference on Advances in Computer Entertainment Technology.
- ♦ Watts, C. and Sharlin, E. 2007. Save 'Em: Physical Gameplay Using Augmented Reality Techniques. In Proceedings of the 2007 Conference on Future Play.

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

Programming Projects

Prism Squad: GO! - <http://www.codywatts.com/prismsquadgo> - 2009

- ♦ In this three-player, cooperative video game players take up the mantle of Prism Squad: Earth's last, best hope against an invading alien armada!
- ♦ Prism Squad: GO! emphasizes cooperation above all else – through the mechanic of color-blending, players can collaborate with their partners to unleash new colorful new abilities!

Matchmaker - <http://www.codywatts.com/matchmaker> - 2008

- ♦ This two-player, cooperative tabletop game for couples harnesses the power of "interpersonal touch" – Matchmaker can detect when two players are holding hands, and integrates touching as a part of its gameplay.

Photogeist - <http://www.codywatts.com/photogeist> - 2007

- ♦ This augmented-reality ghost-hunting game uses an ultra-mobile PC as a handheld camera.
- ♦ Players must stalk ghosts, and take their picture – the best pictures receive the highest scores!

Save 'Em - <http://www.codywatts.com/saveem> - 2006

- ♦ This augmented-reality action/puzzle game uses a head-mounted display and environment tracking to create the illusion that virtual characters come alive right on the player's desk!
- ♦ Using a handheld "control wand" players guide virtual characters to safety through a deadly virtual maze.

Interests

I am interested in games of all sorts, be they card-, board- or video games. I enjoy reading (especially works of satire) and I love to go mountain-hiking in the Canadian Rockies during the summer. Currently, I'm learning to speak Korean, but at this point, I'm still just a beginner.

I'm also a firm believer in the importance of personal-growth. For that reason, I make a conscious effort to be open to new opportunities that come my way and to try things I would not normally do.

References

Available upon request.