

Cody Smith

Staff / Lead Software Engineer • Generative & Agentic AI • Scalable Systems

oncodey@gmail.com • (208) 207-0113 • linkedin.com/in/oncodey • Meridian, ID

Summary

Staff/Lead engineer (14+ yrs) scaling systems, leading cross-org strategy, and driving AI-powered delivery. Early adopter of **generative & agentic AI**, boosting feature throughput **2–3×** while raising reliability, security, and team velocity. Operates at Staff+ scope—setting vision, mentoring engineers, and aligning stakeholders hands-on.

Generative & Agentic AI Engineering

- **Tooling & workflows:** Claude Code, ChatGPT, Cursor, Windsurf, Copilot; repo analysis, code search, structured refactors, PR drafting/review, test gen, docs, migration playbooks, CI helpers.
- **Outcomes:** delivered features **2–3× faster**; improved defect discovery; sped onboarding with code maps & briefs.

Core Competencies & Skills

Leadership	Staff+ Scope, Technical Vision, Mentorship, Cross-Functional Alignment, Delivery Management
Architecture	Systems Design, Distributed Systems, Reliability, Security, API Design (REST/GraphQL), CI/CD
Backend	Java, Kotlin, C#, Node.js; AWS (Lambda, API Gateway, S3, CloudWatch), Messaging, SSE
Frontend	TypeScript, React, Angular, Vue; Design Systems; i18n/l10n
Data	SQL Server, DynamoDB, MongoDB; replication & performance tuning
Game/Realtime	Unreal Engine 5 (C++/Blueprints), Multiplayer Netcode & Replication, Gameplay Frameworks

Professional Experience

Indie Game Studio	Founder & Lead Engineer (Unreal Engine 5)	Sep 2024 – Present
• Directed multiplayer FPS end-to-end: vision, architecture, gameplay, and optimized netcode. • Built modular C++ gameplay frameworks + Blueprint tooling that sped iteration ~50% and unlocked rapid prototyping. • Set up CI/CD, test automation, and reproducible builds as a one-person studio; hit milestones reliably.		
Intuit	Senior Software Engineer (Staff / Tech Lead)	Nov 2018 – Sep 2024
• Cut support load 33% by integrating team telemetry into company ML triage (earned performance bonus). • Directed & shipped a real-time screen-sharing platform, reducing time-to-resolution 20% and boosting CSAT. • Mentored 5+ engineers and drove cross-team architecture, boosting scalability and reliability of core systems.		
Clearwater Analytics	Senior Software Engineer	Aug 2014 – Nov 2018
• Doubled replication throughput and boosted stability ~30% for 20TB+ assets. • Introduced Server-Sent Events, cutting server load ~20% and removing polling bottlenecks. • Influenced architecture strategy across teams; mentored peers on scalable replication practices.		
SAP	Software Engineer	Jun 2011 – Aug 2014
• Led secure Android enterprise app development with remote admin & encryption. • Implemented company-wide MDM support across mobile tooling with security & platform teams.		

Education

Boise State University	B.S., Computer Science	Aug 2008 – Dec 2011
-------------------------------	------------------------	---------------------