

# Cody Fitch

Innovative Senior Software Developer with 7+ years of experience building high-performance software including AI automation solutions, XR applications, and real-time simulations using C#, .NET, Unity, and Unreal Engine. Proven leader in delivering immersive visualization platforms and intelligent automation tools across AEC and physical security domains; delivering multimillion dollar client savings and new revenue growth.

## CORE SKILLS

- **Languages & Frameworks:** C#, .NET, Unreal Blueprints, C++, Javascript
- **Development Tools:** Unity, Unreal Engine, Blender, 3DS Max, Git, Azure DevOps, Azure AI
- **Specialties:** Performance Optimization, UI/UX, Digital Twins, Enterprise Visualization, real-time simulations

## PROFESSIONAL EXPERIENCE

### Senior Software Engineer

*Jun 2019 – Dec 2025*

**POWER Engineers** – Boise, ID

- Took a leading role in the development and design of Meerkat, an award-winning real-time physical security platform (patent pending), helping clients save an average of \$5M per project and generating \$7M+ in revenue within two years.
- Built and deployed AI-powered tools using Azure AI, improving efficiency for engineering workflows and automating engineering design processes.
- Led development of immersive VR/AR applications and real-time simulations using Unity, Unreal Engine, and C#/.NET to support AEC and physical security projects.
- Drove end-to-end delivery of complex solutions, including scoping, requirements gathering, stakeholder alignment, development, testing, and deployment.
- Implemented performance optimizations and scalable architectures to support complex real-time environments and enterprise deployments.

### IT Manager

*Jun 2009 – Jun 2013*

**EMI Filtration Products** – Boise, ID

- Designed and launched an eCommerce platform utilizing Wordpress and Javascript generating ~\$1M in new revenue.
- Led company-wide technology modernization and business transformation initiatives across 7 locations in the U.S. and Mexico.

## EDUCATION

### Boise State University

*2016 – 2020*

Bachelor of Science – Games, Interactive Media, and Mobile Technology