

# KYLE PARTLOW

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**Versatile Programmer** with a passion for **Gameplay Programming**. I have worked multiple projects with programming experience ranging from **UI Programming** to **Character Controllers** to **Back-End Programming**. Have been programming for 6 years in **multiple languages**, with teams where I was the only programmer and with teams where I was assisted by 2 or more other programmers.

## SKILLS

- C++
- C#
- Java
- Html/CS6
- Unity3D/Collab
- Maya
- Substance Painter
- Photoshop
- Git
- Trello

## PROJECTS

AUGUST 2018 – DECEMBER 2018

### **KNIGHTY NIGHT** - [HTTPS://CAGD.ITCH.IO/KNIGHTY-NIGHT](https://cagd.itch.io/knighty-night)

Created a streamlined UI system that was easy to move through. Created multiple mechanics that could be adjusted and placed freely by level designers on my team. Created complex boss enemy AI and cutscenes.

AUGUST 2018 – DECEMBER 2018

### **THE HAND THAT FEEDS** - [HTTPS://CAGD.ITCH.IO/THE-HAND-THAT-FEEDS](https://cagd.itch.io/the-hand-that-feeds)

Created a fighting system that consisted of multiple attack combos, as well as two different special attacks that change the pace of gameplay. Created systems that work in tandem with other programmer's code and created variables whose values were accessible and could be changed and tested by level designers.

AUGUST 2017 – DECEMBER 2017

### **CRAFTING QUEST** -

[HTTPS://PLAY.GOOGLE.COM/STORE/APPS/DETAILS?ID=COM.JAGGERS.CRAFTINGQUEST&HL=EN](https://play.google.com/store/apps/details?id=com.jaggers.craftingquest&hl=en)

Designed a back-end system using a text document that allowed combos of ingredients to be added and changed freely. Programmed touch and drag inputs for android phones to move and interact with objects in game.

## AWARDS

MAY 2018

### **1<sup>ST</sup> PLACE MOBILE GAME, CRAFTING QUEST**

Excellence in Computer Graphics Awards (ECGA)