

# Kyle Partlow

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## SUMMARY

Programmer with experience in C#, C++, HTML/CSS, and Java. My knowledge was mostly gathered from learning C# at Chico State where I earned my Degree in Game Design. Wide range of skills, from Back-End Data Management to Front-End U.I./Menu Programming. I have a passion for Gameplay Programming and giving players an enjoyable User Experience.

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## SKILLS

**Languages:** C#, HTML/CSS, C++, Java, Javascript

**Programs:** Unity 3D, Unreal, Maya, Photoshop, Illustrator, Git, Slack, Trello

**Personality:** Friendly, Team Player, Task-Driven, Passionate, Fast Learner

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## EXPERIENCE

### Front-End Programmer

Chico State Game Studios

08/2018 – 05/2019, Chico, CA

- Created character controllers for console and keyboard controls, as well as tuning based on player feedback.
- Implemented and added usability to art assets into U.I. as well as animations for 3D and 2D.
- Worked closely with management and most disciplines to make sure games were functional and fun.

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## PROJECTS

### Personal Un-Named Project (Unity)

- Learning to create and manage a back-end that communicates with Unity rather than 100% using Unity's MonoBehaviour
- Creating grid-based terrain, based off of grid layouts in the back-end with random seed generation
- Creating multiple enemy types of A.I. to give interaction variety with players

### [Knighty Night \(Unity, Steam\)](#)

- Implemented character controller for Xbox controllers, tuning them with playtest data and player feedback.
- Created player U.I. and Menu compatibility for Xbox controls, implementing art assets as they were made.
- Created Multiple Assets, each being freely adjustable in engine by Level Designers:
  - 4 different enemy types, each with their own A.I.
  - Designed, working with Lead Designer, 5 different Bosses with their own unique A.I. to challenge players.
  - 4 different traps (player interactions) that could be easily drag and dropped into scene.

### [The Hand That Feeds \(Unity, Itch\)](#)

- Worked with other programmers, following OOP Design as well as syntax developed by the Lead Programmers.
- Created Enemy A.I. with different behaviors controllable by level designers

### [Crafting Quest \(Unity, Andriod\)](#)

- Learned how to read and parse data from text documents through code.
- Implement a system of reading data while creating lists of in-game combinations and sprites that reflect the items being created.
- Designed and tested finger touch controls and fixed frame rate issues caused by inefficient raycasting.
- With help of Lead Designer, published to Google Play Store.

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## EDUCATION

### Bachelors of Science in Computer Animation and Game Design

California State University, Chico • Chico, CA • 2019