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 Data Management to Front-End U.I./Menu Programming. I have a passion for Gameplay Programming and giving players an enjoyable User Experience.

SKILLS

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

Programs: Unity 3D, Unreal, Visual Studio, Maya, Photoshop, Illustrator, Git, Slack, Trello (AGILE Scrum)

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

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.

PROJECTS

In-work Personal Project (Unity (Data), Game (In-development))   **11/2019 - Present**
- Creating a grid-based tactical RPG, using code outside of Engine to communicate and populate in-Engine scenes.
- Created UI that allows player to input their own grid and team sizes, that communicates with independent scripts to generate the in-game grid(data).
- Incorporated Dijkstra's algorithm to help with movement and enemy pathfinding, to fix soft-locking during the end of AI fights.
- Implement "Biomes/Terrain", so in the Game Version, players can choose different types of grid layouts for extra challenge.
- Creating Classes, skills, and weapons for players to choose through UI to customize Teams in 3D space.

Knighty Night (Unity, Steam)   **08/2018 – 05/2019, Chico, CA**
- Implemented character controller for Xbox controllers, tuning them with playtest data and player feedback.
- Took art assets, creating layers of Menus and adding usability through a "UIMenu" Script, handling the flow of where menus lead and interact with other game aspects
- Worked closely with Animators to have animations that I could import, tween in-engine, and then script onto objects
- Created multiple scripts that could be drag-and-dropped onto 3D models (enemies, traps, etc.), with the variables 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. patterns and abilities to challenge players.
    - 4 different "traps" (player interactions) that could be easily drag and dropped into scene.

Crafting Quest (Unity, Android)   **08/2017 – 12/2017, Chico, CA**
-Implemented a system of reading text data of split values and combinations of items, then populating the in-game scene on launch
-Data of items and combinations kept through a text document that could be changed outside of game by designer
-Designed/tested finger touch controls and fixed frame rate issues caused by inefficient Raycasting with said controls.

EDUCATION

Bachelor of Science in Computer Animation and Game Design
California State University, Chico • Chico, CA • 2019