

Kyle Partlow

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SUMMARY

Programmer with mostly experience in C# and some dabbling in 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#, C++, Java, HTML/CSS

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

Personals: Friendly, Team Player, Task-Driven, Passionate, Fast Learner, [Creative Writing](#)

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

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

08/2018 – 05/2019, Chico, CA

- Implemented character controller for Xbox controllers, tuning controls with playtest data and direct player feedback.
- Worked closely with designers to design and program enemies and bosses of different varieties, with all values and interactions able to be tweaked by level designers inside of Unity's Inspector.
- Took art assets, creating layers of Menus and adding usability through a "UIMenu" Script. By using a list of Canvas Objects and an enum that reflects those objects, programmers can call a function that will turn off unneeded menus and turn on the requested menu in the Unity Hierarchy.
- Worked closely with Animators to have animations that I could import, tween in-engine, and then script onto objects.

Grid RPG Personal Project ([Data Visual\(AI\)](#), [Game Prototype](#))

01/2020 – 06/2021

- Implementing Grid-based set-up for player encounters within a 3D tactical RPG, a Gridhandler script which creates the "arena" within data and a WorldGridHandler that reflects the data by populating a 3D space with building blocks within the Resources folder.
- Code is set up for different terrains to be able to populate the tiles to add variety to scenery or to make certain terrains harder to move through.
- Character Classes (Warrior, Enemy, etc.) can use inheritance from a "PlayerClass" script to easily arrange stats into constructors.

Crafting Quest ([Project](#) with APK)

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 start game.
- 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.
- Helped with launch on Google Play Store and testing downloads to make sure game was functional. (After 3 years of no money being made Google Play Store decided to take down our game)

EDUCATION

Bachelor of Science in Computer Animation and Game Design

California State University, Chico • Chico, CA • 2019