

# Kyle Partlow

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## SUMMARY

I am a Designer with a background in programming in Unity C#. I understand multiple aspects of the Game Design pipeline, organization of Design Docs, and trained in multiple design software including Maya and Photoshop. Overall, I am someone trying to prove his skills and get into the games industry.

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## SKILLS

**Languages: C#, C++**

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

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

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## EXPERIENCE

### Generalist Programmer

Chico State Game Studios

08/2018 – 05/2019, Chico, CA

- Created, implemented, and iterated various controls and gameplay mechanics across multiple games varying in genre and scope
- Worked within close-knit cross-disciplinary teams, giving feedback to one another so that games came out functional and fun

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## PROJECTS

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

08/2018 – 05/2019, Chico, CA

- Worked closely with designers to design, implement, playtest, and iterate gameplay mechanics, character controls, level layouts, and Boss mechanics.
- Scripted functionality onto set pieces and models, gained from 3D artists, for easy drag-and-drop usage for level designers.
- Worked alongside 2D Artists to design and implement UI for various menus and game states.
- Assisted Animation Team with importing animations and setting up animation trees within Unity, allowing animations to be called easily through player and AI state machines.

### 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. Created 2 separate scripts where one creates and houses all data, and the second creates and reflects the data within the 3D scene.
- Game runs off an Operator Design Pattern, things like UI, AI, and Character Input subscribing and un-subscribing to Delegates, which calls only applicable logic.
- Incorporated Polymorphism into Character Classes (Warrior, Enemy, etc.) to easily arrange stats and AI strategy.

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

08/2017 – 12/2017, Chico, CA

- Worked alongside others to design scope of game, design of combinable objects, UI layouts, and script management
- 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.
- 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)

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## EDUCATION

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

California State University, Chico • Chico, CA • 2019