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[My Portfolio](https://frostyrainbow.github.io/)

**Professional Summary**

* Game designer and programmer with a strong foundation in immersive world-building, gameplay systems, user-centered design, and combat design.
* Experienced in Unity, Unreal Engine, JavaScript, and C++/C#, with a passion for crafting compelling game environments that feel intuitive, alive, and narratively rich.
* Demonstrated success as a team player and creative contributor on collaborative and solo projects, including educational and commercial titles.
* Committed to designing player experiences that flow naturally and deepen engagement through thoughtful environment logic and storytelling.

**Education**

**Game Programming**

**George Brown College**, Toronto, ON September 2020 - May 2023

* Achieved Dean’s Honour List throughout the entire program
* Developed a basic physics system in Unity from scratch to handle movement and collision
* Created games using a custom SDL framework provided by a professor
* Served as lead game designer on a team project to develop a 2D platformer in SDL
* Hired by George Brown College to help program and co-develop an educational game in partnership with McMaster University
* Served as Vice President of the George Brown Programming Club - helping organize industry talks and community game nights

**Computer Programmer Analyst**

**Fanshawe College**, London, ON September 2018 - April 2020

* Creating and managing web databases
* Developed a website from scratch using HTML
* Installed and worked within a virtual operating system

**Work Experience**

**Beta Tester / Game Tester**

**Maximum Games,** Walnut Creek, California August 2022 – December 2024

* Tested Diesel Legacy: The Brazen Age for character mechanics, including movesets, hitboxes, and abilities
* Identified and reported gameplay, UI, and visual bugs across various builds
* Provided feedback directly to the lead developer to support iterative improvements

**Gameplay Programmer**

**George Brown College,** Toronto, ON September 2022 – May 2023

* Implemented core gameplay mechanics for an educational game in collaboration with McMaster University
* Coordinated with team members to prioritize tasks, identify bugs, and clarify project needs
* Managed version control by clearly communicating push/pull activity to avoid merge conflicts

**Technical Skills**

* **Game Engines:** Unity (5+ years), Unreal Engine (4+ years)
* **Languages:** JavaScript (6+ years), C# (5+ years), C++ (5+ years)
* **Tools:** Blender (3 years), Git/GitHub, Trello, Visual Studio
* Debugging and problem-solving skills **in code by finding, isolating, and then testing possible solutions**
* Adaptable, fast learner in collaborative or solo development environments

**Volunteer Experience**

**Vice President – Programming Club (George Brown)**

* Organized game nights, developer talks, and internal jams
* Fostered community among new and experienced programmers
* Provided mentoring and peer code reviews for club members