**[Patrick Crowley](https://www.linkedin.com/in/patrick-crowley-95a5bb237/)**

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

**Education:**

**Game Programming**

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

* Made Dean’s Honour List for the entire program
* Developed a simple physics system in Unity from scratch to handle movement and collision
* Created games using a custom framework provided to me by my professor in SDL
* Lead game designer in a group final project to develop a 2D platforming game in SDL
* Was hired by the school to help program and develop an educational game for a collaboration with McMaster University
* Was the vice-president of the programming club at George Brown and helped host industry talk nights and game nights

**Computer Programmer Analyst**

**Fanshawe College, London, ON, September 2018 to 2020**

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

**Technical Skills:**

* Game Engines: Unity (5+ years), Unreal Engine (3+ years)
* Programming Languages: JavaScript (6+ years), C# (5+ years), C++ (5+ years)
* Able to fix bugs in code by finding, isolating, then test possible solutions to the problem
* Able to quickly get caught up when joining a new team/project

**Work Experience:**

**Gameplay Programmer**

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

* Implemented core gameplay mechanics for an educational game made in collaboration with McMaster University
* Communicated with the team on what is needed for the project, what needs to be finish first, and what bugs are present in the current build
* Communicated with the team on when I was pushing and pull from the GitHub to avoid merge conflicts