Michael Partridge

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LinkedIn • GitHub • Website

Game Developer

Fast learning and hard-working computer science student with a strong foundation in object-oriented programming in languages such as C++, C#, and Java. Has hands-on experience with game engine architecture and the computer graphics pipeline. Demonstrated ability to work in team environments and creatively solve complex problems. Seeking to break into the games industry as an entry level developer and apply the skills gained through academics and personal projects to create fun and memorable experiences through video games.

EDUCATION

Bachelor's degree in Computer Science   California State University-Sacramento • 08/2019 - 12/2024

PROJECTS

Personal Website

This handmade website serves as my portfolio page to show off my favorite projects in more detail than I can fit in a resume. It also includes video demos of the projects. It is always in development to stay updated with my current pursuits and also includes more information as to who I am when I'm away from the keyboard. Check out the site here for more information on the following projects.

Beyond

This was a 3D Multiplayer, Space Combat game I made for my Computer Game Architecture class where we learned the structure of game engines and how to modify them to fit our needs. Instead of using professional game engines like Unity, our professor had created a very minimal game engine in Java which forced us to get our hands dirty and build upon it to add features we wanted.

Snake Clone

The Snake clone was built using Android Studio and had a strong focus on 2D computer graphics. I used my previous object oriented programming skills and newly acquired design pattern skills to build a revamped version of the classic game Snake including new food effects, sound effects and music, and an entirely new custom look.

Java Player Movement and Interaction Project

This was a collaboration project between the Professor and the student. Our professor provided a "Bare bones" game engine that he wrote and we were in charge of adding programmer art along with player movement and object collision/ interaction. This was a data structures and algorithms class so this project demonstrated my ability to creatively use these tools to make an interactive experience for the user.

WORK EXPERIENCE

Line Cook - Sauced BBQ and Spirits (Aug 2022 - Present)

Though not necessarily relevant in the Game Development field, I believe this job helps demonstrate my ability to work in a fast-paced team environment where stress management and organization is necessary.

SKILLS

C#, C++, C, Java, Unity, GLSL, OpenGL, 3D Modeling, Android Studio, Data Structures, Git, GitHub, Linux, Object-Oriented Programming (OOP), Software Development, SQL