

Patrick Mayer – Game Dev Student

Lakeland, FL | pmayer1278@floridapoly.edu | <https://github.com/Patrick-Mayer>

SKILLS

- **Primary Software/Languages:** C++, VS Code, JavaScript
- **Secondary Software/Languages:** p5.js, HTML/CSS, C, Visual Studio, BASH, Java
- **Certifications from Microsoft:** Word, Excel, PowerPoint, JavaScript

EDUCATION

Florida Polytechnic University, Lakeland, FL

Pursuing Bachelor of Science in Computer Science

Anticipated Graduation, May 2025

Relevant Coursework:

- **Current:** Computer Animation, Digital Logic Design, Algo Design and Analysis, Mobile Device Applications
- **Relevant Previous Courses:** OOP, Intro to Unix, Data Structures, Database 1, Intro to Computer Networks, Discrete Math 1 & 2, Comp Linear Algebra, Physics 1

PROJECTS

Personal Website | HTML, CSS, JavaScript

- The goal of this project is to learn web development and how the web works (domains, ports, hosting, etc.).
- Currently working on making website more responsive, implementing CSS grids, and having multiple themes.

Sacristrife (Spring, 2023) | Unity

- Implemented game logic including the room system, RNG, and tile behavior.
- Learned how to collaborate on a large Unity codebase.

F.P.S. – Food Plate Spoon (Fall, 2022) | JavaScript, p5.js

- Helped implement UI, sounds, level design, and game design.
- Had a larger role in the development of this game due to the smaller team.

Hive Mind Nebula (Spring, 2022) | JavaScript, p5.js

- Collaborated with a team to create a multiplayer game in 3 days for a game jam.
- Integrated sound with a library called Howler.js, and helped debug to prepare for Game Expo.
- Won 5th place out of 30 at the 2022 Spring FL Poly Game Expo.
- <http://142.93.243.224:3001/>

EXTRACURRICULAR ACTIVITIES

FL Poly Media Club (Ongoing)

- Participated in every game jam they've offered while I've been at Poly.
- Was the treasurer of the Media Club my sophomore year.

Career Technical Honor Society (August 2020 - June 2021)

- Had the role of Treasurer.