

Patrick W Petrushonis

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Technical leader throughout project life cycles with expertise in designing, implementing, documenting, and testing systems in an Agile environment. Capable engineer who cooperates across disciplines to collaborate with designers and non-technical developers in order to optimize development workflows and enhance overall productivity. Adaptive problem solver for fluid project scope and requirements with a focus on maintaining the integrity of the overall creative vision.

TECHNOLOGY AND SKILLS OVERVIEW

Languages: C++, C#, Python, JavaScript, HLSL

Hardware: Xsens, Manus VR

Engines: Unreal Engine 4, Unity 5

Services: Git, Perforce, Asana, JIRA, Trello, Adobe CC, Steamworks

Skills: Rapid Prototyping, Documenting, Unit Testing, Debugging, Refactoring

PROFESSIONAL EXPERIENCE

UNREAL DEVELOPER

Expletive Studios (Game development company)

2015 - Present
Shelton, CT

- Leading development of a peer-to-peer multiplayer game using Unreal Engine 4 and Steamworks
- Organizing task distribution in Asana to coordinate development between rapid prototype builds
- Creating an asset selection and instantiation system using C++ with network replication
- Developing peer-to-peer gameplay interactions with primary and secondary objectives
- Collaborating with designers to exceed any technical limitations on visual elements
- Expanding logic driven visuals with dynamic material and particle parameters
- Designing UX and UI for UMG widgets with derivative Slate classes
- Optimizing build pipeline with deployment to cloud environments

SYSTEM ENGINEER

Capacity (Motion graphics company)

2019 - Present
Burbank, CA

- Integrating perforce version control across studio workflow
- Building rapid game prototypes for VR and FPS in UE4
- Optimizing UE4 scenes for sequencer renders using ray tracing at 4k
- Creating game and cinematic ready particle systems using Cascade and Niagara in UE4
- Managing adoption of motion capture hardware using XSens and Manus VR

GAMEPLAY PROGRAMMER

Freelance

2015
Danbury, CT

- Organized tasks by priority to coordinate waterfall prototypes
- Utilized accelerometer and gyroscope to influence character movement
- Implemented scaling difficulty through wave-based gameplay

EDUCATION

WESTERN CONNECTICUT STATE UNIVERSITY

Bachelor of Science in Computer Science, Minor in Business Management

Danbury, CT