Patrick W Petrushonis

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COMPUTER PROGRAMMER

Solution-driven programmer seeking a collaborative development role between designers and other programmers to contribute multiple years of experience in gameplay systems and front-end web development.

SKILLS

- Object Oriented Programming
- Systems Design & Software Development
- Unit Testing & Documentation
- Debugging & Troubleshooting

TECHNOLOGY OVERVIEW

Languages: C++, JavaScript, Typescript, CSS, SCSS, HTML, Nunjucks, XML, JSON
Workflows: Gulp
Frameworks: Angular

PROFESSIONAL EXPERIENCE

EXPLETIVE STUDIOS (Game development company) -- Shelton, CT
Gameplay Programmer, 2015 to Present
Led development of a third-person, peer-to-peer multiplayer game using Unreal Engine 4 and Steamworks online subsystem.

- Developed a dynamic asset selection and spawning system with subsystem replication using C++ as the core feature of competitive multiplayer gameplay.
- Collaborated with designers to implement advanced UMG widgets alongside parameter-based particle systems and materials.
- Organized task distribution to coordinate development between rapid prototype builds.

ALDEN IMAGE (Marketing company with web application solutions) -- Shelton, CT
Intern / Interactive Developer, 2015 to 2017
Hired as a full-time programmer after an enriching internship and subsequent freelance role.

- Improved development workflows using custom frameworks built with NPM and Gulp.
- Developed a pattern library using Nunjucks, SCSS, JSON, JavaScript, and Angular to retheme an eCommerce site that increased redesign efficiency.
- Maintained awareness of web traffic with frequent analytics reports using Google Analytics, Tag Manager, and Data Studio.

EDUCATION

WESTERN CONNECTICUT STATE UNIVERSITY -- Danbury, CT
Bachelor of Science in Computer Science, Minor in Business Management