

Patrick W Petrushonis

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COMPUTER PROGRAMMER

Solution-driven programmer seeking a collaborative development role between designers and other programmers where I can contribute my multiple years of gameplay, systems, and front-end experience.

SKILLS

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

TECHNOLOGY OVERVIEW

Languages: C++, C#, JavaScript, CSS, HTML, XML, JSON, SQL

Software: Visual Studio, SourceTree, Unreal Engine, Unity, Adobe CC

PROFESSIONAL EXPERIENCE

EXPLETIVE STUDIOS (Game development company) -- Shelton, CT

Gameplay & Systems Programmer, 2015 to Present

Led development of a third-person, peer-to-peer multiplayer game using Unreal Engine 4 and Steamworks online subsystem. Managed all steps of development (concepting and design, coding and prototyping, testing and deployment).

- Developed a dynamic asset selection and spawning system with subsystem replication 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 Present

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 to retheme an eCommerce site that increased profitability. Subsequently improved the site with a modular help system for sales force inquiries.
- Improved network and system security with regular server maintenance and troubleshooting.

EDUCATION

WESTERN CONNECTICUT STATE UNIVERSITY -- Danbury, CT

Bachelor of Science in Computer Science, Minor in Business Management