

# Patrick Mitchell

<https://patrickcode.github.io> | <https://www.linkedin.com/in/patrickcode/>  
[prm5983@rit.edu](mailto:prm5983@rit.edu) | +1 (215) 964-8853

---

## SKILLS

Languages: C#, HTML, CSS, JavaScript, C++

Tools: Unity, Visual Studio 2017 & 2019, Visual Studio Code, GitHub

## PROJECTS

**<https://divinitystory.github.io>** | Passion Project | December 2019 – Present

Role: Sole Developer | Team Size: 1 | Platforms: HTML, CSS, JavaScript

- Researched ways to style an embedded google doc with CSS; discovered and retooled a method of extracting iframe content with a CORS request
  - Extracting iframe content allows for unrestricted CSS control, without sacrificing automatic live updates.

**CosmoCzars** | Academic Project | February 2020 – April 2020

Role: Gameplay Designer | Team Size: 6 | Platforms: Analog Card Game, Tabletop Simulator

- Organized weekly online playtests with specific iterations on the game's rules, to observe and inquire about their effects.
- Held meetings to discuss the results of playtests, the underlying meanings behind those results, and what could be done to incorporate feedback while adhering to the game's identity.

**Livewire Lifesaver** | Ludum Dare 46 | April 2020 (~24 Hours)

Role: Sole Developer | Team Size: 1 | Platforms: Unity, C#

- Specifically designed the game's systems to be easily customizable without code, in order to make expansion easier.
  - The "electric current" in the game moves of its own accord at a customizable speed, and automatically follows each level's wire.
  - Every level was made solely by dragging and dropping.

**Beat the Boss** | University of Paderborn Game Jam | June 2019 (~12 Hours)

Role: Player Ability Programmer | Team Size: 12 | Platforms: Unity, C#

- Facilitated communication between the programmers and designers of the team
  - Frequently checked in with designers in between programming work to ensure the team never got too far out of sync.

## EDUCATION

Rochester Institute of Technology (RIT) | Bachelor of Science, Game Design and Development

GPA: 3.8 | September 2018 – Expected May 2022