

# Patrick Mitchell

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## PROJECTS

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

Platforms: HTML, CSS, JavaScript | Team Size: 1

- I researched ways to style an embedded google doc with CSS; in the process, I discovered and retooled a method of extracting iframe content with a CORS request, allowing for unrestricted style control without sacrificing live updates.

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

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

- The rest of the team and I organized weekly online playtests with specific iterations on the game's rules to observe and inquire about their effects. After each playtest we would gather to discuss the results of those playtests, the underlying meanings behind them, and how we could adjust the game to best adhere to its core identity.

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

Platforms: Unity, C# | Team Size: 1

- I spent extra time designing 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. This allows every level to be made with nothing but dragging and dropping.

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

Platforms: Unity, C# | Team Size: 12

- I facilitated communication between the programmers and designers of the team, making sure each was aware of the others' progress and plans. I frequently checked in with the designers in between my programming work to ensure we never got too far out of sync.

## SKILLS

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

## EDUCATION

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

GPA: 3.8 | September 2018 – May 2022 (Expected)

Wilmington University | High School Dual Enrollment

GPA: 4.0 | September 2017 – May 2018