**PATRICK CUSIC**

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**EDUCATION**

**Game Development- Bachelors of Science** (Full Sail University – Winter Park, FL) **May 2014**

Achievements: Course Director Awards for *Pre-Programming* and *Project and Portfolio III*

**PROJECTS**

**Madden 20 (2015- 2016)**

**Roles:** *Software Engineer*  **Languages:** C++, FrostEd

**Details:** Working on the Player Journey Team to help ensure the next iteration of Madden will offer a

much improved experience for first time and returning players. Ensuring a successful development cycle

by providing technical design documents, prototyping implementations, and understanding the limitations

of the technology throughout Madden’s online codebase.

**F-35 LIGHTNING II SIMULATOR - LOCKHEED MARTIN (2017-2018)**

**Roles:** *Software Engineer II* **Languages:** C++, XML

**Details:** Within a hybrid development environment, worked to become knowledgeable in flight sensor

models to serve as the team's second Subject Matter Expert for Electronic Warfare. Additional responsibilities

included leading a team of new engineers to scope, plan, and carry out development of new functionality for

hardware teams. Maintained, integrated, and developed new code to continue success of the F-35 projects.

**Madden 18 (2015- 2016)**

**Roles:** *Software Engineer*  **Languages:** C++, XML

**Details:** Worked with the best in the industry to take this iconic series into the future of gaming. Helped

integrate code in almost every aspect of the game as well as communicating with teams around the world to

solve issues relating to Game Engine, Tools, Rendering, Game Modes, UI, Online, and Automation. Helped

identify and maintain memory and performance budgets for the application.

**F-15 TRAINING SIMULATOR - BOEING INTERNATIONAL (2014-2015)**

**Roles:** *Software Engineer* **Languages:** C++, C, Telestra, Python

**Details:** Within an agile(scrum) development environment worked with a team in modifying an existing code

base to add and update features to Boeing’s International F-15 Pilot Trainer. An emphasis on maintaining

low latency within systems to mirror aircraft functionality. Within months took over as the team's expert

engineer for sound systems while continuing to debug and update a variety of systems vital to the F-15 Trainer.

**TECHNICAL SKILLS**

**Languages:** C++, C#, C, XML, Java, LUA, Python, RUBY, Ada

**Platforms:** Windows, Linux, Mac, GBA, PS4, XB1 **API’s:** Winsock (WSA), DirectX 11, OpenGL, XInput, DirectInput, FMOD

**Tools:** Microsoft Visual Studio (2006-2015), Eclipse, GIT, SVN, Perforce, HandSoft, Maya.

Frostbite Suite, ClearCase, ClearQuest, VersionOne, Codecollaborator, Jira, Jenkins

**RELEVANT EXPERIENCE**

Electronic Arts **2015 – 2016, 2018- Present** Lockheed Martin **2017 - 2018**

The Boeing Company **2014 – 2015**

United States Security Clearance – Secret **2014 – PRESENT**

*American Ninja Warrior* (Television Show) – Competitor (Seasons 2 , 3, 4, 6) **2011 – 2014**