

Mason Patel

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EDUCATION

University of the Silicon Prairie

Champaign, IL

Bachelor of Science in Computer Science

GPA: 3.8 / 4.0

Game Development Concentration

August 2021 – May 2025

- Relevant Coursework: Game Engine Design, Computer Graphics, Physics Simulation, AI for Games

EXPERIENCE

Gameplay Programmer Intern

May 2024 – August 2024

CodeCrafters Gaming

Irvine, CA

- Programmed core gameplay mechanics in C++ for an unannounced AAA title using a proprietary game engine.
- Developed an AI behavior tree for enemy characters, including pathfinding and combat logic.
- Created and maintained debugging tools to assist artists and designers in the content creation pipeline.

PROJECTS

Cosmic Rift | 2D top-down space shooter

April 2024

- Led a team of 4 students to create a complete game in Unity with C# for a semester-long project.
- Designed and implemented player movement, weapon systems, and a procedural level generation algorithm.
- Managed the project using Git for version control and Trello for task tracking.

Basic 3D Rendering Engine

October 2023

- Built a 3D rendering engine from scratch in C++ using OpenGL to load and display textured 3D models.

TECHNICAL SKILLS

Languages: C++, C#, Python, C

Game Engines: Unity, Unreal Engine, Godot

Graphics APIs: OpenGL, DirectX, Vulkan

Libraries and Tools: Git, Perforce, Visual Studio, Blender, Trello