

# Katherine Michelle Fitzpatrick

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**Objective:** I am interested in the development of video games as a programmer and/or designer. I also aim to further my skills in those areas.

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## Skills

- ❖ Programming Languages: C++, Python, C#
  - ❖ Game Engines: Unity, RPGMaker VX Ace
  - ❖ Other Software: Autodesk Maya 2015, Microsoft Word, Microsoft Excel, Microsoft Powerpoint, Github
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## Education

- ❖ University of California in Irvine *September 2013 – June 2017*
    - Bachelor of Science in Computer Game Science
    - Final GPA of 3.2
  - ❖ Nathaniel Narbonne High School *September 2009 – May 2013*
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## Projects

- ❖ Selfie-Surf | Mobile Game *January 2017 – Current*

Project Information:

    - A casual, local, mobile game inspired by the games Telephone and Charades that uses photos
    - Originally created for Global Game Jam 2017, but continued development afterwards
    - Won 2<sup>nd</sup> place for Best Game Showing Commercial Viability in the IEEE GameSIG 2017 Showcase

Contribution & Experience:

    - Worked with multiple programmers to program the game's mechanics
    - Designed the overall gameplay of the game, along with teammates
  - ❖ A Bark in the Dark | PC Game *May 2017 – June 2017*

Project Information:

    - A short survival horror game in which the player must listen to avoid the hunting monster
    - This project was created mainly using Unity and for a course at the University of California in Irvine

Contribution & Experience:

    - Was one of two programmers and was mainly responsible for programming the game's obstacles
    - Overall game design was done by all members of the team
  - ❖ Edgewin | PC Game *April 2017*

Project Information:

    - An action-centric third person shooter based on the theme of edges
    - Made for the Video Game Development Club Spring 2017 Game Jam at the University of California in Irvine

Contribution & Experience:

    - One of multiple programmers, primarily focusing on the UI elements of the game
    - Performed extensive playtesting and debugging, and assisted in the game's design
  - ❖ Pan-Fried Panic | Senior Capstone Project/Mobile Game *September 2016 – March 2017*

Project Information:

    - A frantic, local, team-based mobile game in which players work together to cook as much as they can
    - The project was made for the CGS major's capstone project at the University of California in Irvine

Contribution & Experience:

    - Programmed one of the four essential minigames as well as various miscellaneous mechanics
    - Worked with teammates to design the game's gameplay and appearance
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## Hobbies

- ❖ Enjoys playing a large variety of games, especially multiplayer games and games with unique gameplay
- ❖ Develops small games or game mechanics as personal side projects
- ❖ Sketches art of various styles, including designs and concepts, in spare time