

Katherine Michelle Fitzpatrick

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Objective: I am interested in the development of software as a programmer and/or designer.

Skills

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

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

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

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 2nd 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, including role-play games and action-oriented games
- ❖ Develops small games or game mechanics as personal side projects
- ❖ Sketches art of various styles, including designs and concepts, in spare time