Katherine Michelle Fitzpatrick

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Skills

- ❖ Software: Autodesk Maya 2015, Microsoft Word, Microsoft Excel, Microsoft Powerpoint, Github
- ❖ Programming Languages: C++, Python, C#
- ❖ General: teamwork, game development, game design
- ❖ Familiarity with operating Windows/PC, iOS/iPhones/iPads

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*

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 as a team
- ❖ 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
        - ▪ Contributed to the overall game design along with the rest 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:
        - ▪ Primarily focused on programming the UI elements of the game, one of many programmers
        - ▪ 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

Links

- ❖ LinkedIn: https://www.linkedin.com/in/katherine-fitzpatrick-a64212143/
- ❖ Portfolio: https://kathermf.github.io/portfolio.html