



PATRICK PARIS

GAMEPLAY ENGINEER

PROFILE

Complex problem-solver with an analytical and driven mindset. Dedicated to achieving demanding development objectives according to tight schedules while producing impeccable code. Developer with history of meeting goals utilizing consistent and organized practices. Skilled in working under pressure and adapting to new situations and challenges to best enhance the organization.

CONTACT

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EXPERIENCE

Cyberspace Capability Developer

US Army | 2012 - 2023

- Researched, developed, and maintained Cyber-Electromagnetic (CEMA) tool capabilities in support of offensive cyberspace operations (OCO), defensive cyberspace operations (DCO), electronic warfare (EW), and information operations (IO).
- Technical advisor for development, testing and integration of new capabilities in coordination with Expeditionary CEMA Teams (ECT).

Chief Technology Officer

Free Dominion Studios, LLC | 2014 - 2018

- Provided project leadership in dynamic technology-driven environment with multiple priorities.
- Led team to build and deliver multiple prototypes and finally release a multi platform video game using Unreal Engine 4.

EDUCATION

B.S. in Video Game Development

Full Sail University | October 2009

SKILLS

C | C++ | C#



MATH



SCRIPTING (PYTHON, ETC.)



MISC (SQL, CI/CD, GIT, ETC.)

