

PARISPM88

PATRICK M. PARIS

SOFTWARE 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.

EDUCATION

B.S. in Game Development & Design
Full Sail University | October 2009

AWARDS & ACHIEVEMENTS

**QUALIFIED
CYBERSPACE CAPABILITY DEVELOPER
AIRBORNE
RANGER TAB
SERGEANT AUDIE MURPHY AWARD
EXPERT INFANTRYMAN'S BADGE
ARMY COMMENDATION MEDAL (ARCOM)
WITH COMBAT DEVICE
ARCOM WITH ONE OAK LEAF CLUSTER
ARMY ACHIEVEMENT MEDAL
WITH FOUR OAK LEAF CLUSTERS
GOOD CONDUCT MEDAL
WITH KNOT DEVICE
SELECTED TO PARTICIPATE IN THE 2016
DAVID E. GRANGE JR.'S
BEST RANGER COMPETITION**

CONTACT

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EXPERIENCE

Cyberspace Capability Developer

US Army | 2019 - Current

- Researched, developed, and maintained cyber-electromagnetic (CEMA) tool capabilities in support of offensive cyberspace operations, defensive cyberspace operations, electronic warfare, and information operations.
- Technical advisor for development, testing and integration of new capabilities in coordination with Expeditionary CEMA Teams.

Chief Technology Officer

Free Dominion Studios, LLC | 2014 - 2018

- Provided project leadership in a 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.

Airborne Infantry Plans Officer

US Army | 2019 - 2019

- Assisted in the planning, coordination, resourcing, and facilitation of tactical operations and training for three rifle companies, an antitank company, and both a forward support company and headquarters and headquarters company.
- Developed various products, supporting graphics, and multimedia necessary for subordinate organizations to conduct their missions.

Airborne Platoon Sergeant

US Army | 2012- 2019

- Responsible for the discipline, health, welfare, morale, personal development, and deployment readiness of a 36 man platoon.
- Previously served various other roles within the US Army everything from a Weapons Squad Leader, Squad Leader, Team Leader, to a Gunner and Rifleman position.

SKILLS

C | C++ | C#

SCRIPTING (PYTHON, ETC.)

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

UE4 | UE5

