
Patrick Sandberg

Game Design

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A Senior, majoring in Games and Interactive Media. Seeking an internship for Spring 2023 involving video game design. Looking to expand my knowledge and apply it to the gaming industry.

EDUCATION

Michigan State University, East Lansing - *Games & Interactive Media* - August 2019

Prototyping games and game levels in editors such as Unity, hammer, and Portal 2.

Designing concept art through programs such as Photoshop, blender, and Daz3D.

Plymouth High School, Canton, MI - 2015 - 2019

Completed STEM engineering program offered.

SKILLS

- Unity Editor
- Adobe Photoshop
- HTML5
- C++
- C#
- Blender
- CSS
- Python

EXPERIENCE

Hawk Hollow, Bath Twp, MI - *Grounds Crew* - Spring 2021 - Fall 2022

Mow greens, fairways, tee boxes, putting course. Fix up driving ranges, spread mulch, fix equipment, weed whacking, be an extra hand for anything necessary.

Learned patience, attention to detail, teamwork, time management, persistence, and accountability skills.

Doordash - *Driver* - Spring 2020 - Fall 2020

Drive from restaurant to customer delivering all food items in a timely manner.

Learned customer service, time management, specificity, and individuality skills.

The Breakfast Club, Farmington Hills, MI - *Busser* - 2018 - 2019

Clear, wipe down, and set up tables, greet and fulfill beverage requests from patrons.

Learned customer service, communication, teamwork, time management, urgency, and specificity skills.

Penn Theatre, Plymouth, MI - *Specialist* - 2016 - 2019

Set up before the show, sell concessions, pop popcorn, clean the whole theater.

Learned responsibility, customer service, teamwork, communication, leadership, and mentor skills.