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# Patrick Sandberg

## Game Design

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[patricksandbergportfolio.netlify.app](http://patricksandbergportfolio.netlify.app)

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.

## EXPERIENCE

### Hawk Hollow, Bath Twp - *Grounds Crew*

2021 - 2022

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

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

### Doordash - *Driver*

2020 - 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 - *Busser*

2018 - 2019

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

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

### Penn Theatre, Plymouth - *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.**

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## EDUCATION

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

August 2019

Designing 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**

2015 - 2019

Completed STEM engineering program offered.

## SKILLS

- Unity Editor
- Adobe Photoshop
- Blender
- HTML:5
- C#
- C++
- Python
- CSS