

Patrick W Petrushonis

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Technical leader throughout project life cycles with expertise in designing, implementing, documenting, and testing systems in an Agile environment. Capable engineer who cooperates across disciplines to collaborate with designers and non-technical developers in order to optimize development workflows and enhance overall productivity. Adaptive problem solver for fluid project scope and requirements with a focus on maintaining the integrity of the overall creative vision.

TECHNOLOGY AND SKILLS OVERVIEW

Languages: C++, C#, Python, JavaScript, HLSL

Hardware: Xsens, Manus VR

Engines: Unreal Engine 4, Unity 5

Services: Git, Perforce, Asana, JIRA, Trello, Adobe CC, Jenkins, Steamworks, NX SDK

Skills: Rapid Prototyping, Documenting, Test Driven Development, Unit Testing, Debugging, Refactoring

PROFESSIONAL EXPERIENCE

LEAD GAMEPLAY ENGINEER

Iridium Studios (Game development company)

2020 - Present

Culver City, CA

- Leading development of JRPG gameplay system with character customization
- Asynchronous level streaming alongside random encounters that flow into turn-based battles
- Synced music tracks that dynamically adjust volume based on game events
- UX design with UI implementation that has full controller and keyboard support
- Custom movement and animation instances with overrides to base unreal engine code
- In-house cinematic engine for in-game dialogue and transitional scenes
- Automation pipeline for multi-platform builds and deployments
- Optimization and integration of systems for Nintendo Switch release

LEAD SYSTEMS ENGINEER

Expletive Studios (Game development company)

2015 - 2020

Shelton, CT

- Leading development of a peer-to-peer multiplayer game using Unreal Engine 4 and Steamworks
- Organizing task distribution in Asana to coordinate development between rapid prototype builds
- Creating an asset selection and instantiation system using C++ with network replication
- Developing peer-to-peer gameplay interactions with primary and secondary objectives
- Collaborating with designers to exceed any technical limitations on visual elements
- Expanding logic driven visuals with dynamic material and particle parameters
- Designing UX and UI for UMG widgets with derivative Slate classes
- Optimizing build pipeline with deployment to cloud environments

EDUCATION

WESTERN CONNECTICUT STATE UNIVERSITY

Bachelor of Science in Computer Science, Minor in Business Management

Danbury, CT