

# Patrick Moffett

Software Engineer

## CONTACT



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## EDUCATION

### Computer Science

Western Illinois University

2010-2015

## Technical Skills

- **Languages:** C#, C++, Java, Javascript
- **Game Engines:** Unity, Unreal, Godot
- **IDE:** Visual Studio, JetBrains Rider
- **Source Control:** Git
- **Project Management Software:** Trello, Nuclino, Jira
- **Misc:** 3D Math, FMOD, SQL, Microsoft Azure, Xamarin, Windows Forms

## Interpersonal Skills

- **Leadership:** Experience leading projects, including organizing, delegating, and motivating teams.
- **Teamwork:** Experience working with large teams and other disciplines to accomplish tasks.

## Volunteer Work

- **Discord Moderator:** Programming Moderator of Devs & Dorks, providing community assistance and creating monthly programming challenges.
- **GDC 2022 Conference Associate:** Assisted staff and speakers in hosting sessions across a variety of topics.

## Projects

### One Week's Notice | Unity | Released

Team Size: 13

- Implemented a GameSystems class to manage all systems used by the game.
- Constructed a tooltip system to show interaction information to the player.
- Created a room detection system to allow the amount of reverb applied to sound effects to change based on the size of the room.
- Designed a tutorial system with customizable tutorial pages.
- Integrated FMOD events for different types of effects based on the player state.

### Lost Dreams | Unity | Released

Team Size: 10

- Implemented a combat system including multiple types of attacks, enemies, animations, and boss fights.
- Created a navigation system for AI using A\* path finding.
- Built a Sound Manager and Background Music Manager to handle all game sounds.

### The Cure | Unity | Released

Team Size: 19

- Created a rapid prototype to test the design of the game.
- Implemented the game state manager to handle the phases of the game as well as the movement between rooms.
- Collaborated with art and sound to get assets imported into the game correctly.

### Polarity | Unity | Released

Team Size: 3

- Built the Input system to control both characters with inverted controls.
- Created the triggers to apply different physics forces to the player.
- Setup Managers for the game state, music, UI, and audio.

### Final Entropy | Godot | Released

Team Size: 14

- Created secondary pickup weapons.
- Improved game performance and gameplay by eliminating the need for collision detection by the cursor.

### Cerulean Defenders | Unreal | In Development

Team Size: 1

- Created enemy behaviors using Unreal Blackboards using custom decorators and tasks.
- Implemented multiplayer using the OnlineSubsystem to setup multiplayer lobbies, and RPC's to handle networked gameplay.
- Created a subsystem to manage player character saving and loading.
- Designed an item subsystem to manage spawning items for players that ensures each networked player receives an item, and that it is an item they don't already have.
- Utilized the Gameplay Ability System to create the character attributes and abilities.
- Integrated all animations including setting up blends, montages, anim slots, and graphs.

## EXPERIENCE

### 2015-Current Technical Manager | West Coast Casualty Services

7 years

Responsible for IT at our home office, as well as coordinating all technical requirements for a large educational event, including:

- Building an informational mobile app for attendees. Built using C# and Xamarin for iOS and Android.
- Building an application to track session attendance and collect signatures where required. Built using C# and Windows Forms.
- Management of registration and informational websites.