

Patrick James Kagel

Game Programmer and Engineer

Reachable by email at patrick@gamesbypat.com or by phone at (650) 218-2669

EDUCATION

MASTER OF SCIENCE

Games and Playable Media, UC Santa Cruz, 2018

ASSOCIATE OF SCIENCE

Computer Science (C Languages), Foothill College, 2017

BACHELOR OF MUSIC

Classical Performance, Double Bass, 2013,
San Francisco Conservatory of Music

SKILLS

- C++ - C# - Unity -
- Node-based Programming (with Unity Shader Graph) -
- Game Audio - FMOD
- Trello - Scrum Workflow -

CAREER

INTERN, OTHER OCEAN INTERACTIVE

2019-2020

- Programming and Game Development in Unity (C#) and proprietary game engine (C++)
- Extensive work on Project TankBall, incorporating networking, robotics and game design

CREATIVE DIRECTOR, MICROSOFT - UCSC COLLAB

2018

- Directed development of Mixplay game (integrated game for Streamers and their fans)
- Collaborated with and facilitated communication between Microsoft and UCSC team
- Development in Unity (C#) with emphasis on gameplay and networking

TECHNICAL DIRECTOR - UCSC TEAM ROCKET

2017-2018

- Oversaw Technical Development of voice-controlled game (Cortana)
- Development in Unity (C#) with emphasis on Audio Implementation (FMOD)

NOTABLE PROJECTS

PROJECT TANKBALL

Streamed on Microsoft Mixer, viewers log in to control actual 3D-printed robotic tanks.
The only game of its kind!

MICRORAVE

A rhythm game played for the highest stakes - to warm a microwave burrito.
Made for the Gamemaker's Toolkit Game Jam 2019.

JOURNEY THROUGH MEMORIES

An adventure game controlled entirely by voice! Made with Microsoft's Cortana.

(Also voiced a speaking role in Toy Story 4)