

Rob Fitzpatrick

- Objective** A position in the design, development, or research of digital games or new media with engaging design and programming challenges.
- Portfolio** <http://www.mgbattery.com/robfitz/>
Portfolio features a selection of games, projects, designs, and research.
- Merits**
- 2005-2006 College of Computing Outstanding Undergraduate, Georgia Tech
 - Two time recipient of the President's Undergraduate Research Award
- Education**
- Information Design & Technology Graduate Program Georgia Tech 8/2006 – 5/2008
 - Computational Media, Bachelor of Science with Honors Georgia Tech 8/2002 – 5/2006
- Experience**
- Experimental Game Research** www.egl.gatech.edu 9/2004 – Current
- Research on parameterization of game character morality presented at the Aesthetics of Play conference in Bergen, Norway, November 2005
 - Presented on ownership and accumulation of power in online worlds at the Technology, Representation, and Identity conference in Buckinghamshire, England, April 2006
 - Active at Georgia Tech's Experimental Game Lab
 - Charbitat team member, researching dynamic space creation based on character history
- GameTap Quality Assurance Engineer** www.gametap.com 1/2004 – 4/2005
- Purchased, set up and maintained computers and peripherals for software testing lab
 - Wrote scripts, programs, and tools to further automate the testing cycle
- MediaTech President** www.cm.gatech.edu 12/2004 – 1/2006
- Elected by peers to be first president of MediaTech, Georgia Tech's Computational Media club
 - Co-founded 4sg, a weekly game design event in which each participant builds a four second long game under thematic constraints in no more than three hours
 - Raised \$8,000 and organized a group of 16 students attend E³ in California
- CS 2335: Software Practicum and Design Teaching Assistant** 12/2004 – 12/2005
- Worked with seven TA's planning and delivering lectures, and tutorials to teach 160 students Java, teamwork, threading, networking, graphics, software design, OO principles, and UML
 - Wrote and graded tests and programming projects addressing all class concepts
- Game Design and Programming Team Leader** 1/2004 – Current
- Experience leading game project teams ranging in size from as small as 2 to as large as 12
 - Successfully led a team of four in an 18 week game design and implementation while satisfying a rigid time line and frequent milestone deadlines for Georgia Tech's Video Game Design class
 - Over a dozen completed game projects
- Skills**
- Strong design and rapid prototyping of games and other interactive systems
 - Seven years of practical experience programming games in C, C++, C#, Java, Python, UnrealScript, and NWScript
 - Working knowledge of Squeak, Smalltalk, Lisp, and Scheme
 - Experienced working with multi-disciplinary teams on large projects
 - Clear coding style and OO design is easily understood, maintained and extended
 - Extensive experience working with a tight schedule, strict deadlines, and frequent deliverables
 - Good knowledge of industry standard tools and development environments including Processing, Visual Studio .net, Eclipse, Visio, Photoshop, Maya, and the Unreal Engine
 - Eagle Scout