

Cooper Patton

B.Sc. CS, University of Wisconsin MKE

<https://docs.zerocooldevelopment.com/>

San Diego, CA, 92109 • (608) 438-3877

Gameplay Programmer

MAIN QUESTS

Ubisoft Red Storm - Gameplay Programmer

San Diego, CA 06/2022 - Present

- [*The Division: Heartland*](#), [*XDefiant*](#) - Snowdrop (Proprietary C++)
- Led development in 3C's and AI for Melee Combat, Stealth, AI navigation and tactical behavior, Intention based player input, Universal Weight, and Animation & UI engineering support
- Developed and improved upon world systems involving crafting, progression, inventory, peer-to-peer trading, game economy and matchmaking.
- Highly efficient communication across various disciplines; designers, tech, UI, art, and production
- Actively perform code reviews, provide feedback both at a game and individual level, facilitate mentoring where possible, and perform teamwide collaboration

Iron Galaxy Studios - Systems Programmer

Chicago, IL 10/2019 - 06/2022

- [*Rumbleverse*](#) - UE4
- Led development of meta-game and online systems for Open World Distributed Loot, Customized Character Creation, AI bot navigation
- Developed and improved systems involving UI, data persistence & stat tracking, platform auth, achievements, and in game commerce.
- Console development efforts in making the game compliant across all major platforms (PC, Playstation, Xbox) as well as ensuring full online cross-play and cross-progression enabled.
- Editor and Asset tool creation

NVISIA - Technical Lead

Milwaukee, WI 11/2018 - 10/2019

- Lead development on a project responsible for modernizing the infrastructure of a public utility company by integrating legacy databases and services with newer systems through the work of .Net applications utilizing Web API 2.

NVISIA - Software Engineer

Milwaukee, WI 08/2017 - 11/2018

- Building flexible, scalable, and maintainable asynchronous and multi-threaded systems

SIDE QUESTS

The Tarnishing of Juxtia - Freelance Programmer

Chicago, IL 05/2021 - 07/2021

<https://www.actualnerds.com/> - GML

- Responsible for various features; projectiles, bombs, throwables on their flagship game The Tarnishing of Juxtia

Gauss - Programmer/Design

Milwaukee, WI 03/2019 - 05/2019

<https://cooperpatton.itch.io/gauss> - C++

- Side scroller bullet hell space shooter written in SFML

Algebro - Programmer/Designer

Milwaukee, WI 11/2018 - 11/2018

<https://chummywinds.itch.io/algebro> - GML

- Ludum Dare 72hr game jam submission; 4 man team working in GameMaker

Thunderpaws - Programmer/Designer

Milwaukee, WI 05/2018 - 03/2019

<https://www.youtube.com/watch?v=NY7fRKg3fCw> - Unity (C#)

- Couch co-op passion project in Unity inspired by what my cat would be if he were an 80's action hero

SKILL POINTS

C++ / C# / Scripting (Bash, Cmake, Lua, Python...etc)

AI systems - Proprietary & UE4/5 (Blackboards, Behavior Trees, EQS...)

Visual Scripting (Blueprints, Material and Anim Graphs...etc)

Linear Algebra, Influence Mapping, Fuzzy Logic

ACHIEVEMENTS

Manage a DevWiki [here](#)

[Met Bjarne S. at CppCon '19](#)

Completed 2 Triathlons