

# Kyle Partlow

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## SUMMARY

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Game Designer/Programmer accustomed to working in fast-paced, deadline-oriented environments. Knowledge of 2D, 3D, Scripting and Design disciplines and pipelines, and how they work alongside one another. I have a passion for Gameplay Programming and giving players an enjoyable User Experience.

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## SKILLS

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**Languages:** C#, C++, Blueprints (Visual Scripting), Python (Rigging)

**Programs:** Unity 3D, Unreal, Maya, Blender, Visual Studio, Photoshop, Illustrator, Git, Slack, Perforce

**Personals:** Friendly, Team Player, Task-Driven, Passionate, Quick Learner, [Creative Writing](#)

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## PROJECTS

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### Lead Art Implementer, Epic Games

06/2025 – 03/2026, Cary, NC

#### Fortnite Battle Royale

- Grew team from 1 to 4: training up the other three, creating new workflows to accommodate changes in asset ownership.
- Reorganized asset ownership from personal, to a "by Season" basis, saving ~1.5hour a day by reducing the amount of engine builds a single person needs to launch over the life span of a Chapter.
- After 5 months, my team had made Hard Surface implementation into a well-oiled machine with little to no errors during production.
- Conversated regularly with Leads, Directors and Production, owning spreadsheets and Miro boards to help track workflows and important information for implementation and how we intersect with other teams.

### Asset Implementer, Epic Games

08/2022 – 06/2025, Cary, NC

#### Fortnite Battle Royale

- Started as the only person on Hard Surface Implementation: overseeing, testing, and implementing over 600~900 assets a year.
- Implemented artist work (meshes, materials, textures) into engine every season, hooking up assets into Data and BP setups.
- Created Blueprints and set up needed logic for cosmetics assets.
- Worked closely with Gameplay, FX, Tech art, and Tech Anim teams to guarantee a well-polished finished product.
- Identified and fixed bugs every season across all aspects of Hard Surface Gameplay and Cosmetics.

### Programmer (Contract), Goldenrod Games

01/2022 – 02/2022, Remote

#### Back 2 School ([Steam](#), [Xbox](#))

- Arranged and imported 2D assets, fonts, and sounds while discussing asset quality and aesthetics within game with other members.
- Organized project file structure in engine for better readability for finding and using current assets as well as importing new assets.
- Created UI menu layouts and menu logic that worked in tandem with gameplay systems and game states.

### Lead Programmer, Golden Ghost

08/2018 – 05/2019, Chico, CA

#### Knighty Night ([Unity](#), [Steam](#))

- Worked closely with Designers to brainstorm, prototype, and implement gameplay elements such as Character Controllers, Enemy and Boss Abilities, and Player Interactions.
- Scripted imported assets with changeable variables, tooltips, and editor tools within Unity's inspector for easy drag-and-drop functionality for Level Designers.
- Imported 3D assets into Unity, cooperated with 3D modelers to design model usability as scriptable assets.
- Collaborated with 2D Artists to implement UI and menu layouts by helping import, adjust, and arrange 2D assets in engine to ensure artwork was of intended quality and working correctly in game.
- Helped Animators import animations as well as set-up animation trees and tweens between animations within Unity.
- Used Git with GitExtensions for asset and build management

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## EDUCATION

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### Bachelor of Science in Computer Animation and Game Design

California State University, Chico • Chico, CA • 2019

- Learned a multitude of different disciplines and skills including, 2D Art and Pre-production, 3D Modeling, Level Design, Game Design, Programming, Problem-solving, and Time Management within the Game Production Pipeline.