

Kyle Partlow

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SUMMARY

Generalist 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, Game Writing and giving players enjoyable User Experiences.

SKILLS

Languages: C#, C++, Unreal Blueprints, Python, HTML/CSS, JavaScript

Programs: Unity 3D, Unreal, Maya, Blender, 3DS Max, Substance Painter, Visual Studio, Photoshop, Illustrator, Jira, Flow, Git, Slack, PlasticSCM, Perforce, UGS

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

EXPERIENCE

Unnamed Personal Project

05/2026 – Current, Cary, NC

- Made in Godot Survivor-like bullet hell game, you are an agent climbing a skyscraper that goes into space. You must climb floor by floor to eliminate your target on the top floor and all you have is your trusty modular firearm.
- Main gameplay play loop consists of firing your gun with mouse control (or auto-targeting), killing enough enemies to climb floors, gun pieces to upgrade and change your playstyle as well as boons that will allow you to upgrade your player further in an attempt to defeat your target.
- Currently in development of the modular gun pieces system, gun pieces spawn in and then attach to other parts depending on what type of piece it is (Trigger, Magazine, Barrell, scope, etc.)

Lead Asset Implementer, Epic Games

06/2025 – 03/2026, Cary, NC

Fortnite Battle Royale

- Was in the middle of testing for a Game Designer position before I was laid off and barred from finishing my test.
- Grew a team of 1 into 4: training the three new members on my own, leading to the creation of new workflows to accommodate changes in asset ownership.
- Lead the change of asset ownership workflow from personal, to a "by Season" basis; saving ~1.5 hour a day by reducing the amount of engine builds a single person needs to launch over the life span of a Season.
- After training, 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 from multiple different teams, giving context on work and how processes should operate.
- Owned spreadsheets and Miro boards to help track workflows and workloads for implementation and how we intersect with other teams.
- Problem Solved high level problems and big-ticket bugs: Testing assets to see how or why they appeared to be broken even with correct logic.
- Conversated with engineers on how tooling should work and how layouts be implemented
- Worked with Release Managers once builds were closed to ensure builds are not blocked and bug-fixed engine-side to alleviate blocks to finished builds before launch.

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 and updated Blueprints to add functionality and fixes to Frontend Locker and Shop assets.
- Worked closely with Gameplay, FX, Tech art and, Tech Anim teams to guarantee a well-polished finished product.

- Identified, logged, and fixed bugs every season having to do with Hard Surface Cosmetics: Player pickaxe, glider and backpack placements on characters, broken blueprint logic, broken LODs, animation setup changes, etc.

Programmer (Contract), Goldenrod Games

01/2022 – 02/2022, Remote

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

- Imported 2D assets, fonts, and sounds to create UI layouts and gameplay interactions while discussing asset quality and aesthetics within game during team meetings.
- Organized project file structure in engine for better readability for finding and using current assets as well as importing new assets.
- Used PlasticSCM for asset management and version control between team members.

Lead Programmer, Golden Ghost

08/2018 – 05/2019, Chico, CA

Knighty Knight ([Steam](#))

- Worked closely with Project Leads to brainstorm, prototype, and implement gameplay elements such as Character Controllers, Enemy and Boss Abilities, and Player Interactions (traps and room mechanics).
- 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, double checking models for any visual issues and cooperated with 3D modelers to design usability as a scriptable asset.
- Collaborated with 2D Artists to implement UI and menu layouts by helping import, adjust, and arrange 2D assets in engine to assure 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.

EDUCATION

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.
- Gained an understanding of 3D modeling practices in Maya, texturing models and using materials in Substance Painter, and how to import models with appropriate textures from said programs into Unity.
- Collaborated with other students in tight-knit, cross-disciplinary teams to create multiple different games ranging in scope and genre.