

# Patrick Heney

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## SUMMARY

Software Engineering > Object-oriented design and development, test-driven development, clean code principles, optimization, software design patterns, Agile / Scrum.

Game Development > Unity3D game engine, procedural systems, asset creation, animation, environmental design and lighting, technical production, UI/UX, game mechanics, on-boarding, level design, progression, feedback loops.

## EXPERIENCE

- Software Engineer, Take-Two Entertainment, Austin, Texas Jan 2020 – Present
- Software engineering services for Squad and Intercept game teams
  - Feature development, optimization, maintenance, support
  - Playtesting, bugs, UI/UX feedback
  - **Projects:** Kerbal Space Program, Kerbal Space Program 2
- Game Developer and Consultant, Freelance, Temple, Texas Feb 2008 – Present
- Unity Certified Developer: License 20160252C362
  - Core gameplay: FPS, RTS, arcade shooter, endless runner, racing, air / space combat, platformer
  - Core systems: procedural content systems, procedural terrain, behavior systems, responsive AI, weather, appointment mechanics, tasking queues, inventory systems, dialogue, vehicle / character movement
  - Projects
    - Consulting on COVID-19 Educational Game (student-run group at St. Edwards University (Austin, Tx))
    - Game Idea Generator ([Fantastic Stochastic](#))
    - Unreleased RPG title ([Iron Belly Studios](#))
    - Fireworks ([Bingo App](#))
    - Asthma Education Game ([The Breathing Zone](#))
    - Terrain Generation Editor Extension for Unity ([Unity Asset Store](#))
    - 3D Robot Turret Defense ([discussion & images](#))
    - Asteroids JS Clone ([itch.io](#))
  - Portfolio ([www.patrickheney.com](http://www.patrickheney.com))
- Software Developer, e-MDs, Austin, Texas Apr 2018 – Jun 2020
- New Feature development, application maintenance and support for EMHR software
  - **Projects:** ICD10 codes, Clinic Favorite Medication prescriptions, e-prescriptions
- Software Engineer, Aurigo, Austin, Texas Nov 2017 – Feb 2018
- Application maintenance and optimization
  - **Project:** Infrastructure Project Planning Application
- Software Developer, Bell County, Belton, Texas Feb 2014 – Oct 2017
- Principal software engineer / sole contributor on modernization projects for the Sheriff agency, District Attorney
  - **Projects:** Case Management, Fleet Management, Civil Service Papers, Judge Inquest, database documentation templates, Sheriff Citations, K9 Training Log, Judge Magistrate Application
- Simulation Systems Analyst, Defense Contract with Operational Test Command, US Army Sep 2008 – May 2013
- Integration and development support for simulation network for C2 surveillance systems and operational training
  - Contracted through Alatec (Feb 2008 – Sep 2008), Alion Science and Technology (Sep 2008 – Dec 2012), Research Analysis and Maintenance (RAM) (Dec 2012 – May 2013)

## EDUCATION

- Master of Science, Interdisciplinary Engineering (Industrial Engineering, Systems Engineering), Purdue, IN 2020
- Bachelor of Arts, Mass Media Communication (Minor: Computer Science), Virginia Polytechnic and State University, Blacksburg, VA 1997