PATRICK LOPATA

CREATIVE, COLLABORATIVE, AND PASSIONATE
SOFTWARE ENGINEER AND GAME DESIGNER

Irvine, CA
480•823•4023
PATRICKLOPATA.COM
patrick@patricklopata.com

EXPERIENCE

Air Quality Detector - Project
- Programmed Purple Air optical particle counter system using Python.
- Detected air quality of designated region.
- Created interfacing system with Purple Air via pinging air quality sensors.

Connect 4 - Project
- Programmed functioning Connect 4 game with GUI in Python.

Word Ladders - Project
- Coded C ++ program to sort through word ladders using Dijkstra's algorithm.

Additional Projects
- https://www.patricklopata.com/s-projects-side-by-side

Irvine Barclay Theater - Usher
University of California Irvine: 2022 - present
- Responded promptly and professionally to customer inquiries, providing accurate information about shows, schedules, and venue amenities.
- Collaborated with the theater staff to coordinate seating arrangements for special events and accommodate individual needs.
- Managed theater areas to identify and promptly resolve any disturbances or issues that may arise.

Sports Analytics Club - Founder/Data Analyst
BASIS Phoenix High School · Phoenix, Arizona: 2016 - 2020
- Collected, cleaned and organized data from game film, player tracking data, and historical statistics.
- Analyzed data by using statistical and mathematical techniques to identify trends and patterns in the data.
- Communicated findings to the coaching staff in a way that was easy to understand and actionable by creating reports, presentations and dashboards.
- Supported coaching staff with data reports, suggested game plans, and identified areas for improvement.

EDUCATION

B.S. Computer Science and Engineering
University of California Irvine: 2021 - present

BASIS Phoenix High School · Phoenix, Arizona
Graduated with Honors: 2021

SKILLS

Technical:
Python
C++
SQL
MIPS Assembly
SQM
GIT
Unreal Engine

Professional:
Leadership
Communication
Problem Solving
Creativity

STRENGTHS

Strong aptitude for both game design and engineering.

Open and candid communicator.

Solid team player.

Minimizes wasted time and maximizes results.

Passion and love for games.

PROFESSIONAL TRAINING

Game Design and Theory
Will Wright
MasterClass

Career Workshop Intensive
Erin McGoff
Teachable

LANGUAGES

English (native)
Spanish (intermediate)