MEGHAN PATNODE
UI/UX DESIGN AND PROGRAMMING

CONTACT

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- meghanpatnode.me

HARD SKILLS

- Unity
- C#
- Unreal Engine 5
- Git and UVCS
- Excel
- Figma
- Adobe Illustrator and Photoshop
  - Adobe Certified Associate

SOFT SKILLS

- Project Management
- Scrum and Agile Workflows
- Quality Assurance
- Creative Problem Solving

AWARDS

- Future Business Leaders of America (FBLA):
  - 1st Place at State in Publication Design *(April 2021)*
  - 1st at Regional and State in Website Design *(April 2020)*
  - 1st at Regional and State in PSA *(April 2019)*

PROFILE

Hi, I'm Meghan Patnode! My specialties are in UI/UX design and production. I'm a recent graduate from Columbia College Chicago, where I studied Game Design and Development, graduating Summa Cum Laude. I've worked on projects ranging from solo development to 100-person Steam releases, contributing both to implementation and design. I've got a diverse background that allows me to approach programming problems with an additional design perspective, and vice versa.

EXPERIENCE

Transitional Member   OCT 2024 - PRESENT
EGD Collective

- Coordinated the UI/UX team at EGD Collective's Studio Aspen, serving as Team Lead.
- Contributed to 95+ member AAA simulated studio, collaborating across technical art, programming, and art departments, for the production of a third-person rogue-like.
- Strengthened cross-department communication while practicing agile methodologies, including managing weekly team sprints and delivering regular stand-ups.
- Designed and developed mid-fidelity mock-ups for game menus, such as HUD and Pause, in Figma to demonstrate interactivity, then created polished assets using Adobe Illustrator.

Gameplay Programmer Intern   JAN 2025 - PRESENT
TwinRayj Studios

- Designed and carried through all programming for an unreleased game project, utilizing C# and Unity.
- Implemented pathfinding, data persistence, and animations.
- Collaborated with QA team to optimize and debug gameplay before release, including writing weekly development logs and following an agile cycle.

QA Analyst Intern   OCT 2024 - JAN 2025
TwinRayj Studios

- Wrote detailed quality reports using Google Workspace for the programming team.
- Analyzed and isolated bugs to identify software and content issues
- Collaborated with QA, Programming, and Art departments in weekly team meetings

EDUCATION

Bachelors of Arts in Game Design and Development   May 2025
School of Design | Columbia College Chicago
GPA: 3.98 / 4.0 *Summa Cum Laude*