

PETER LOCKHART

Game Programmer seeking full-time employment

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EXPERIENCE

UI Programmer | August 2019 – August 2020

Gameloft Montreal | Montreal, Québec

- Tools Used: C#, Visual Studio, Jira, In-House Engine
- Focusing on programming UI and implementing mockups from artists on teams of 35 people or more.
- **Unreleased Project:** ~60 Developers
 - 3D mobile action adventure game. Working on UI for gameplay and meta interactions. Polishing UI visuals and animations to create a more refined experience.

Contract Programmer | September 2018 – March 2019

Workinman Interactive | Rochester, NY

- Tools Used: Javascript, Phaser.js
- Created multiple game ad experiences for various clients using Unity's Analytics with short deadlines. I prepared the games for release by minifying them into one single HTML page.
- **Top Wings: Friends to the Rescue:** 1 Programmer, 1 Artist
 - In charge of programming and developing the project, programmed UI and gameplay, worked with an artist to import and manage animations and visuals. Prepared game for release.

Junior Developer | July 2017–December 2017

Workinman Interactive | Rochester, NY

- Tools Used: Javascript, 2DKit, Haxe, In-House Engine
- Worked alongside developers and artists to program gameplay, UI, and networking for games contracted by us for Nickelodeon's web game platform.
- **Paper Battle:** 2 Programmers, 3 Artists
 - Programmed UI, items, and weapons, created score system, and modified and implemented our networking framework.
- **Spongebob's Next Big Adventure:** 3 Programmers, 1 Artist
 - Converted a Flash point-and-click adventure game to HTML5. Revamped minigames, optimized gameplay, setup UI, revised save system, and prepared the game for release.

Mobile App Developer | February 2017–July 2017

University of Rochester Medical Center | Rochester, NY

- Tools Used: TypeScript, Ionic 2, Angular 2, Firebase
- Overhauled the features, tools, and look of the app, CEI Virtual Patient which provides research and step by step instruction for nurses and doctors to treat patients with HIV/AIDS.
- **CEI Virtual Patient:** 2 Programmers
 - Created a data management tool for a medical researcher to easily create and review information for the app.
 - Created UI and navigation, programmed connections to Firebase to send and receive data, optimized and prepared app for release on the App Store and Google Play.

SKILLS

Languages: C#, C++, JavaScript, HLSL, Python, Blueprints, Android SDK, Java

Tools: Unity, Unreal Engine 4, Visual Studio, Jira, Git, VS Code, Maya, Linear Algebra, Eclipse

EDUCATION

BS in Game Design and Development

Rochester Institute of Technology, May 2018
Rochester, New York

- 6-time Dean's List recipient
- GPA: 3.64
- Minor in Mobile Development
- RIT Creativity and Innovation Award
- RIT Achievement Scholarship

PROJECTS

Lighthouse 2018 - Present:

- C#, Unity, Maya
- Solo Project
- 3D puzzle narrative game focusing on shaders and visual effects to tell a story with my custom dialogue system.

Insanimals March 2018 – May 2018:

- C++, HLSL
- 4 Programmers
- Created an engine to make a pet simulator with eldritch creatures. I programmed the base engine and visuals from rendering to normal maps. I also created the ray tracing system we use for petting the creature.

Bird Delivery Service March 2019 - Present:

- Unreal Engine 4, C++
- Solo Project
- 3D flying exploration game. Created custom character and flying mechanics using C++.