

Peter Tran

A dedicated worker who is adaptive to the work situation. Technically adept and willing to learn new skills.

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RELEVANT EXPERIENCE

Dot Engine, Self Employed — Game Developer

January 2024 - Present

An independent project where the goal is to develop a game engine using C++, and OpenGL. The game engine will have features that are inspired from commercial game engines such as Unity, Unreal and Godot.

Illuminated Seeker, Self Employed — Game Developer

January 2024

An independent project in which 24 hours was given to create a simple game concept and to release a minimum viable product. The game's concept is to search hidden orbs in a randomly generated maze which becomes more difficult with each collected orb.

The game was developed using Unity and released for android.

Super Ricochet Ball, Self Employed — Game Developer

June 2020

An independent project in which 12 hours was given to create a simple game concept and to release a minimum viable product. The game's concept is to score a ball into an area, with various barriers that are created based on the last method of scoring.

The game was developed using Unity and released for android.

Game Jams, Self Employed — Game Developer

June 2020 - Present

Attending various game jams such as the Global Game Jam, Ludum Dare, and smaller locally hosted game jams, and developing games based on a theme.

Worked with other developers with various skill sets, ensuring that project scope is achievable, and the criteria(s) are met.

EDUCATION

York University, Toronto — Information Technology

September 2020 - 2024

Studying various skills and technologies to analyze information, and develop information systems. Learning applications of statistics, data,

SKILLS

Time Management & Organization

Teamwork & Communication

Problem Solving

Microsoft Suite

SOFTWARES

Unity & Unreal Engine

Adobe Photoshop & Gimp

3Ds Max & Blender

Visual Studio

Github

Trello

PROGRAMMING LANGUAGES

HTML, CSS, JavaScript, C++, C#

LANGUAGES

English, Vietnamese

AWARDS

Study Abroad Award:
Exceptional academic performance during an accelerated program.

and industry processing of electronic data.

JAMK University, Finland — *Leadership & Communication*

June 2018

Studied various courses relating to communication and leadership abroad in an accelerated program.

Humber College, Toronto — Game Programming

September 2015- September 2018

Studied concepts of video games and game development. Understanding the various technologies and technical aspects of programming, with project management and communication.