| Peter Tran  A dedicated worker who is adaptive to the work situation. Technically adept and willing to learn new skills. | **(647)-971-8726**  **peter.tranz.6225@gmail.com** |
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| RELEVANT EXPERIENCEDot Engine, Self Employed— Game DeveloperJanuary 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 Gadot. Illuminated Seeker, Self Employed— Game DeveloperJanuary 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 DeveloperJune 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 DeveloperJune 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. EDUCATIONYork University, Toronto — *Information Technology*September 2020 - 2024 Studying various skills and technologies to analyze information, and develop information systems. Learning applications of statistics, data, 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 ProgrammingSeptember 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. | 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. |