

Peter Tran

Developer

Contact

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Game Developer with experience in Unity and C#, focused on gameplay systems, VR interaction, and full-stack game development. Skilled in building both 2D and 3D games, with a foundation in software engineering and user-centered design. Passionate about creating engaging, interactive experiences and growing in the game industry.

Experience

IT Support – EMR Systems (Coverage)

August 2025 - November 2025

Supported EMR systems in a healthcare setting, ensuring reliability and assisting end-users with technical issues. Identified workflow inefficiencies and began developing a data filtering automation tool to improve speed, accuracy, and monthly reporting processes.

Skills

Programming: C#, HTML, JavaScript, Python

Game Development: Unity, SteamVR

Tools: Git, GIMP, Blender (basic), 3Ds Max (basic), Visual Studio, Microsoft Suite

Languages: English, Vietnamese

Education

Humber College - Game Programming

September 2015 - April 2018

Gained hands-on experience building 2D/3D games using Unity and Unreal Engine, with a focus on gameplay programming, AI and VR development.

York University - Information Technology

September 2020 - April 2023,

Developed expertise in analyzing, designing, and building information systems for business and organizational needs, with exposure to programming, database systems, and IT project management.