



Peter Johnstone

Software Engineer, Game Developer

Skills

LANGUAGES:

C#	Swift
Typescript	Kotlin
React	HTML
Vue	CSS

SOFTWARE:

Unity3D	Github
Cocos Creator	Xcode
Blender	Android Studio
Photoshop	Maya
Docker	PixiJS

Contact

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hungryum.github.io/PeterJohnstone

Socials



About

Hi I'm Peter, a software engineer and game developer proudly from Perth, Western Australia. I have a strong drive to build great software and have worked on numerous projects in a variety of industries ranging from mobile games development and reactive websites, to education/training and VR fitness.

Outside of work you will easily find me at my favourite bouldering gym or heading out for a hike on the weekend. Some of my other hobbies include disc golf, kayaking and tinkering with electronics.

Work Experience

**02/23
– 12/23**

UNITY DEVELOPER

Enabler Interactive

At Enabler I had the opportunity to work with some amazing people and join their vision to vastly improve education and training in the disability services sector.

My role at Enabler was to implement these training scenarios within the Enabler framework while working with a diverse and high-functioning team. I was also in charge of building new app features, systems, UI and animations based on design specifications.

**02/21
– 11/22**

LEAD GAME DEVELOPER

Vitruvian

The Lead developer of Vitruvian Play, a mobile workout app bridging the gap between fitness and gaming. While paired to the Resistance Trainer I could track the players movement and exercise as input to play. As the sole developer I was in charge of building out the core app, Bluetooth capabilities, authentication and multiplayer networking systems on top of creating a fun and engaging workout experience. I also partook in exhibiting the platform at various events around Perth including the Perth Games Festival and XR:WA.

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References

MATTHEW OTA

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Work Experience (Continued)

**01/19
– 02/21**

SOFTWARE ENGINEER

Virtual Gaming Worlds

As part of the incubation team it was my role to collaborate and workshop ideas and strategies, experiment with prototypes and build upon successful products. I started my position codeveloping Four Sparrows Mahjong using the Unity Engine. I also worked with FendOff, a social sportsbook product built with React, to build games, features and work on general website improvements.

**02/20
– 06/20**

CONTRACTED GAME DEVELOPER

Funkt Studio.

Programmed, designed and published the mobile app Soap Carving 3D. Built in Unity, it featured easy to play game design, bright colorful graphics, unlockables/level progression and an extensive monetisation system.

Education and Training

04/23

NDIS ELEARNING COURSES

NDIS Quality and Safeguards Commission

Completed the 4 NDIS eLearning training courses to better understand the responsibilities of support workers under the NDIS Code of Conduct.

12/17

BARISTA COURSE

Barista HQ Perth

A day course in using a commercial coffee machine and the technique involved in creating common coffee orders.

11/15

ADVANCED DIPLOMA OF DIGITAL AND INTERACTIVE GAMES

Central Institute of Technology

Progressed my knowledge of Game Development and Art in this 2 year degree.