# 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

0466 407 765

peter.johnstone8@hotmail.com

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 sole developer of Vitruvian Play, a workout app bridging the gap between fitness and gaming. The game utilised bluetooth to calculate a players arm position, velocity and pulling force in realtime. The game also featured passive multiplayer to join and workout with your friends. I also built a VR experience and showcased at the XR:WA expo.

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## References

**MATTHEW OTA**

*CTO Enabler*

mattota@gmail.com

**HUY NGUYEN**

*CEO Enabler*

huy@enablerinteractive.com

0402 207 775

**TIMOTHY MIRONENKO**

*Engineering Manager*

*Altitude Games*

tim_m@outlook.com

0456 466 587

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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

**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.