Peter Johnstone

Game Developer, Software Engineer

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 lead developer of Vitruvian Play, a workout app bridging the gap between fitness and gaming. I was in charge of building out the bluetooth capabilities, authentication and multiplayer networking systems on top of creating a fun experience incentivising working out.

The game also featured passive multiplayer to join and workout with your friends. I also showcased the game at the Perth Games Festival and a spinoff VR experience at XR:WA.

Peter Johnstone

Software Engineer, Game Developer

References

MATTHEW OTA
CTO Enabler
mattota@enablerinteractive.com
0421 955 708

HUY NGUYEN
CEO Enabler
huy@enablerinteractive.com
0402 207 775

TIMOTHY MIRONENKO
Engineering Manager Altitude Games
tim_m@outlook.com
0456 466 587

Contact

0466 407 765

peter.johnstone8@hotmail.com

hungryum.github.io/PeterJohnstone

Socials

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.