Isaac Peterson
Computer Science with Gaming and Animation

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Projects:
- Designed and developed an event planner web application for Paycom
- Submitted VR zombie survival game to E3 2019 College Game Competition
- Wrote and trained genetic algorithm for Connect 4 game
- Lead programmer for multiple team game productions at Oklahoma Christian

Work Experience:

Intern   Jan 2019 - Current
NextThought, Norman OK
- Created realistic fire and smoke simulator for training firefighters in mixed reality using Magic Leap One
- Enhanced traditional business cards with augmented reality using Vuforia in Unity and AR.js for web-based AR
- Designed virtual reality application that played 360 videos while tracking users head movements for Oculus Go
- Debugged and improved accessibility for NextThought's web app LMS

Intern   Summer 2017
Kaio Interactive, Puyallup WA
- Gained experience working with a team at an indie game studio. In Unity, created UI elements for menu systems.

Diver   Summer 2017, 18, 19
MRF Enterprises, Puyallup WA
- Professional underwater gardener: controlling invasive Eurasian Milfoil growth

Languages:
Game Engines:
- C# (Unity)
- C++ (Unreal)

Web Development
- React.js, Node.js, and Express.js
- C# .NET Restful API

Other
- Java, NativeScript, MySQL

Technical Skills:
- Deploying to iOS, Android, UWP, Magic Leap, Oculus Go and Rift
- Virtual, Augmented, and Mixed Reality
- Version Control Software
- Game Design
- Agile workflow

Education:
- Computer Science with Gaming and Animation Bachelor of Science
- Oklahoma Christian University
- August 2016 – December 2019

Related Courses:
- Game Programming I (Unity)
- Game Programming II (Unreal)
- Team Game Production
- Artificial Intelligence
- Database Systems
- Mobile Application Development
- Data Structures and Algorithms
- Internet Application Development