

# 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*

- Introduced to Unity and created UI elements. Gained experience working with a team at an indie game studio.

### 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 using Dapper

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
- MVC pattern
- Agile workflow

## Education:

- Computer Science with Gaming and Animation Bachelor of Science
- Oklahoma Christian University
- August 2016 - Current

## 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