

Peter Buechi

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DESCRIPTION

Seeking a game design or front-end development co-op using strong programming skills in C#, HTML, CSS, and JS, as well as beginner level knowledge of C++, Typescript, and React. Available from May 2026 to August 2026.

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences Rochester, NY

Bachelor of Science, Game Design and Development

Expected May 2026

GPA: 3.780

Awarded Dean's List six times

Related Courses: Intro to Game Web Tech (HTML, CSS, JS), Rich Media Web App Dev I (TS, React), Game Development and Algorithmic Problem Solving I & II (C#), Data Struc & Alg Games & Sim I & II (C++)

SKILLS

Programming Languages: C#, Monogame, HTML, CSS, JS, C++, TS

Tools: Visual Studio, GitHub, Photoshop, Unity, Visual Studio Code, Maya, Godot

Other Notable Items: OpenGL

WORK EXPERIENCE

RIT: Peaceland Entrepreneurial Co-op

May 2024-August 2024

Game Developer/Animator

Rochester, NY

- Assisted in the greyboxing of the level in Unity, creation of 3D models/assets, implementing of dialogue system and animations, and other small code tasks
- Worked with 18 other team members for 11 weeks to create a game prototype that would promote positive and helpful behaviors in a fictional country recovering from a war that happened 3 decades ago

WEB DEVELOPMENT PROJECT EXPERIENCE

Portfolio Web Page (Personal Project)

August 2025-October 2025

- Created portfolio page using Github Pages to showcase work and projects, while further strengthening web development skills
- Portfolio page is fully built from scratch, and is no longer hosted on a different website

Personal Work Tracker (Personal Project)

August 2025-December 2025

- Creating a simple site to keep track of any homework, projects, or other work that needs to be done, while also honing my web development skills; specifically HTML, CSS, and Typescript

GAME DESIGN PROJECT EXPERIENCE

Quoth the Raven (Academic Project)

September 2024-December 2024

- Collaborated with a team of 5 to make a 2D, top down, roguelite in Godot that draws inspiration from Edgar Allan Poe's 'The Raven'
- While also learning Godot, implemented player movement/interaction, inventory, environmental hazards, powerups, weapon swapping, and cleaned up code