

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 January 2026 to May 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: 3.720

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-Current

- 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-Current

- 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 Allen Poe's 'The Raven'
- While also learning Godot, implemented player movement/interaction, inventory, environmental hazards, powerups, weapon swapping, and cleaned up code