

# 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 August 2025 to December 2025, or 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:* Game Development and Algorithmic Problem Solving I & II (C#), Intro to Game Web Tech (HTML, CSS, JS), Data Struc & Alg Games & Sim I & II (C++), Rich Media Web App Dev I (TS, React)

## **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

## **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

**Sweet Illusions (Academic Project)**      January 2023-May 2023

- Collaborated with a team of 5 to make a 2-D platformer in Visual Studio using Monogame
- Added sound effects and music, created a prototype for player jump mechanics, implemented a world state FSM to change the world, and cleaned up code while also bug testing iterations of the game

## **WEB DEVELOPMENT PROJECT EXPERIENCE**

**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