
PETER ELDREDGE

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SUMMARY

Upcoming graduate of Computer Science with experience in both front and back end development. Completed multiple projects from critical corporate applications to video games. Experienced in leadership roles and working with diverse groups of varying sizes. Pursuing an entry level position in back end software development.

EDUCATION

Bachelor of Science: Computer Science, Expected in 06/2021

Drexel University - Philadelphia, PA

Tracks in Artificial Intelligence and Game Design & Development

Cumulative GPA: 3.71

SKILLS

- | | |
|-------------------------------------|--------------|
| • Perforce/Git | • Java |
| • SQL | • JavaScript |
| • Microsoft Visual Studio / VS Code | • C++/C# |
| • Unity Engine | • Python |

WORK HISTORY

Engineering Co-op- Operations Division, 09/2019 to 03/2020

PJM Interconnection LLC – Audubon, PA

- Refactored and added new functionality to existing critical applications
- Rewrote an existing application from the ground up in a new language, adding a GUI and improving run time by 80%
- Wrote queries to analyze and modify data used across multiple departments
- Worked with a variety of teams to create/prioritize new features and optimizations

Game Developer, 06/2018 to 03/2019

PHL Collective – Philadelphia, PA

- Designed, fixed, implemented, and refactored features in a variety of games for Mobile, Console, Arcade, and VR
- Implemented FMOD and WWISE sound systems into upcoming console and VR games
- Designed and tested new gameplay features for various games in different genres through rapid prototyping
- Collaborated with other engineers and different teams to solve issues spanning multiple departments
- Successfully completed large, critical tasks with strict deadlines
- Credited on several 2D and 3D games, including Clusterpuck Arcade Edition, 4 upcoming mobile games, an unannounced console game, and an unannounced VR game

R&D Support Associate, 09/2017 to 03/2018

Personnel Data Systems – Blue Bell, PA

- Designed and developed a major new update and module to enhance the photo system in an upcoming software release
- Wrote, recorded, and edited release videos that were sent directly to clients
- Debugged software issues for clients and internal employees
- Wrote technical documentation for a variety of features throughout the software

PROJECTS

The Poisoned Roots - Artificial Absurdity LLC , 01/2020 to Present

Artificial Absurdity LLC Co-Founder / Lead Programmer

- Design/Develop the groundwork and base gameplay of the 3D Unity project
- Assist other team members in improving their Unity skills
- Manage/Maintain current project tasks
- Research and implement assets and techniques to improve visual fidelity while keeping the game running fluidly

Growing - Senior Project , 09/2020 to Present

Computing and Informatics Lead / Lead Programmer

- Implement game mechanics and features in the 3D Unity project
- Create/Delegate tasks for the computing and informatics team
- Coordinate semi-weekly meetings with the team
- Conduct a final pass over all code to ensure it is both maintainable and bug free

CREDITED WORKS

- **The Poisoned Roots**, Coming Spring 2021
- **Ben 10: Power Trip**, 2020
- **Clusterpuck Arcade Edition**, 2019