
PETER ELDREDGE

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<https://github.com/PeterEldredge> ♦ <https://petereldredge.itch.io/surfacetensiongame>

EDUCATION

Bachelor of Science: Computer Science with Concentration in Game Design and Development, 2021

Drexel University - Philadelphia, PA

Cumulative GPA: 3.58

SKILLS

Team Foundation Server/Git

C++ /C#

SQL Server Management Studio

Java

Microsoft Visual Studio / VS Code

JavaScript/Python

Eclipse

ASP.NET/VB.NET

Unity Engine

Transact-SQL

WORK HISTORY

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

Project Rain - Unity Game , 12/2018 to Present

Project Manager / Lead Developer

- Design/Develop the groundwork and base gameplay of the 3D 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

Surface Tension - Unity Prototype , 05/2017 to 07/2017

Project Manager / Lead Developer

- Designed and implemented features and levels in the 2D project
- Researched and developed all 2D physics interactions
- Coordinated semi-weekly meetings with the team
- Ensure all aspects of the project are documented and polished