

Peter Burke

Storyteller & Designer

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Bio

I'm an interdisciplinary designer and storyteller working at the intersection of technology and the arts. With a strong foundation in fabrication, physical computing, and multimedia storytelling, bring technical precision and creative vision to every project. I thrive on collaboration, using design thinking to build meaningful, imaginative experiences that merge form and function.

Skills

Software

Illustrator • InDesign • Photoshop
After Effects • Premiere • Blender
Adobe Dimensions • Ableton
Godot • Arduino IDE

Coding

C++ • C# • GDScript • HTML/CSS
Java

Creative & Technical

Physical Computing • Fabrication
Game Dev • Web Design
3D Modeling • Animation
Audio/Video Editing
Product Design

Projects

The Laugh Bucket - Nov. 2024 – *Interactive Installation – Whaaat!? Lab, ATLAS Institute*

Role: Lead Designer & Developer

An interactive audio installation exhibited at the 2024 Whaaat!? Festival.

- ◆ Built a real-time audio layering system using Arduino and Audacity.
- ◆ Designed feedback systems combining sound, video, and user interaction.
- ◆ Fabricated visual and functional enclosures for public exhibition.

The Shattered Lands - *Ongoing – Narrative Series – Players Win Ties LLC*

Role: Creator, Writer, Director, Producer

A Dungeons & Dragons Actual Play series combining collaborative storytelling and multimedia production.

- ◆ Directed over 20 hours of serialized narrative content—from concept development to final release.
- ◆ Oversaw and coordinated every stage of project from concept to post-production.
- ◆ Maintained a unified creative vision across all departments.

Education

GPA 3.7 Expected Graduation Spring 2026

Creative Technology and Design, B.S

*ATLAS Institute, College of Engineering and Applied Science,
University of Colorado Boulder*

English (Creative Writing), B.A

College of Arts and Science, University of Colorado Boulder

Experience

Chief Creative Officer

May 2023 - Present

Players Win Ties LLC.

Launched a media production studio to explore collaborative storytelling through actual play and narrative design. Directed *The Shattered Lands*, a serialized D&D web series.

- ◆ Managed a 25-person interdisciplinary team.
- ◆ Oversaw production from ideation to post-release.
- ◆ Unified narrative and visual direction across all departments.

Writer/Content Creator

May 2024 - Present

Environmental Center, University of Colorado

Produced multimedia content promoting environmental initiatives to CU Boulder's student community.

- ◆ Wrote student-facing articles emphasizing clarity and accessibility.
- ◆ Created video and social media content reaching 30,000+ students.
- ◆ Maintained alignment with institutional branding.

Learning Assistant - Text

Jan. 2025 - Present

ATLAS Institute, University of Colorado Boulder

Mentored undergraduate students in core design tools and concepts.

- ◆ Mentored students in Adobe Illustrator, InDesign, and Dimensions.
- ◆ Gave feedback on projects like posters, packaging, and type exploration.
- ◆ Assisted in lecture delivery and hands-on project work.

Zero Waste Event Lead

Sept. 2023 - Present

Environmental Center, University of Colorado Boulder

Led campus sustainability programs and implemented waste reduction strategies.

- ◆ Managed volunteer teams during university-wide events.
- ◆ Launched an e-waste drop-off system at the BTU Lab.
- ◆ Advocated for sustainable practices through design education

Game Master & Writing Instructor

June 2018- Aug. 2019

Druidawn Creations, Boulder CO

Led storytelling-based tabletop RPG sessions for children with a focus on writing enrichment.

- ◆ Developed interactive fantasy adventures to support literacy.
- ◆ Reinforced writing mechanics through guided creative play.
- ◆ Created a safe, imaginative environment with fellow instructors.