PETER GYORY

INTERACTIVE DEVELOPER

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Education

Rochester Institute of Technology - Rochester, NY

Major : Game Design Development — **3.8 GPA**
Honors : RIT Honors, Dean's List - Every Semester
Graduated May 2016

Skills

Languages	Tools	Frameworks
JavaScript	Git	React/Redux
HTML	Atom	Express
CSS	Iterm2	Foundation
PHP	Grunt.js	CakePHP
Haskell	Sass	Socket.io

Work Experience

Choozle

Full-Stack Development Intern

Assisted in the development of the Choozle advertizing platform. Worked consisted of error fixing, code refactoring, and feature addition. Participated in an Agile development environment with a team of 5 developers.
Company information can be found at: https://choozle.com

Technologies: PHP, JavaScript, SQL, HTML, Git

Interactive Video Vignettes Project

JavaScript Developer

Assisted in the development of a learning management system targeted at universities. Worked in a team of 3 developers and directly communicated with the client. Tasks consisted of error fixing, feature addition, Q/A, and documentation for the API.
Project can be found at: http://www.compadre.org/ivv/.

Technologies: JavaScript, HTML, CSS, Mercurial

Projects

Interlude

February 2015 - May 2015

Interactive Developer

An music based multiplayer game with the goal of raising awareness about music education. Players used personal smart devices as controllers. Interlude was displayed at the imagine RIT festival with over 1000 visitors and 200 games played. Experience created in a team of 4 designers and 4 developers.

Contribution: Programmed main display, releated game logic, and server to facilitate multiplayer.
Technologies: JavaScript, Node.js, Socket.io, HTML5 Canvas, Git

A Scanner Orderly

May 2015

Development and Construction

An electronic coaster that facilitated ordering drinks at a bar remotely. Using the color sensor on the bottom of the coaster patrons could queue up orders on based on a color coded menu. Orders were sent through a Node.js server to a web interface that a server would use to determine

Contribution: Assembled inner circuitry and programmed server handling orders.
Technologies: JavaScript, Node.js, C++, Arduino