PETER **MITCHELL**

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https://squirrelbear.github.io/Portfolio/

Game programmer with 10+ years of experience in personal, research, and teaching projects. My honours and PhD research focused on human-computer interaction with games. My GitHub portfolio (above) demonstrates my experience with 45+ example projects, including links to each project's GitHub repository and YouTube demos.

SKILLS

- Programming (C++, Java, C#, Javascript, PHP, Git/GitHub, HTML, CSS, SQL, Agile Development)
- Game Engines/Frameworks (Unity, Unreal Engine 4, XNA, SFML, DirectX)

- Research and Analysis Experience with Problem Solving and Data Analysis
- Leadership and Teamwork Experience
- Effective Professional Communicator

EXPERIENCE

MARCH 2010 – DECEMBER 2021

CASUAL ACADEMIC/RESEARCHER, FLINDERS UNIVERSITY

- Taught programming/game development/mathematics/other computing topics.
- Developed and delivered custom content for practicals/tutorials/lectures.
- Provided official mentoring support.
- Engaged with topic coordinators to improve materials.
- Performed routine and exam marking.
- Acted as a co-supervisor overseeing final year IT projects.
- Researched brain-computer interfaces funded by a scholarship.

SEPTEMBER 2006 – JANUARY 2012

PRIVATE TUTOR/FREELANCE WEB DEVELOPER, SELF-EMPLOYED

- Provided paid and voluntary one-on-one tutoring for secondary (9-12) and university students in mathematics, programming, and other computing topics.
- Developed and maintained custom websites for a small number of clients.

EDUCATION

APRIL 2022

DOCTOR OF PHILOSOPHY (COMPUTER SCIENCE), FLINDERS UNIVERSITY

Passed thesis examination (pending graduation). My research focused on virtual reality, head-mounted displays, and human-computer interaction. Games were used to experiment and evaluate a Periphery Vision Menu System.

2009 - 2012

BACHELOR OF COMPUTER SCIENCE (HONOURS), FLINDERS UNIVERSITY

GPA: 6.75, First Class Honours, University Medal, Chancellor's Letter of Commendations every year (2009, 2010, 2011, 2012), Recipient of a DFEEST Defence Scholarship, and Golden Key International Honour Society Member. My Honours project won the best IT Honours project award using a brain-computer interface paired with a Microsoft Kinect investigating human-computer interaction with games.