Andrew B. Peterson

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EXPERIENCE	**Unity3D Developer**	January 2014 – Present

- Designed multiple games using Unity3D and published on the Unity Web Player platform
- Experienced in creating scenes with a variety of shaders for Physically Based Shading/Rendering and Global Illumination with dynamic time-of-day effects and real-time shadows
- Developed for the Oculus Rift DK2 platform and employed common Virtual Reality comfort practices in software, creating interactive virtual environments and worlds
- Created physics simulation of gravity/orbital effects that adhere to the set of laws created by astronomer Johannes Kepler
- Fluently integrated Mecanim animation system into projects
- Successfully deployed several applications for Android platforms
- Led the Stone Bridge High School Game Design club in its first year of development

Ethical Hacking/Security   November 2012 – Present

- Pentested and successfully infiltrated a variety of networks secured with WEP encryption using Backtrack RT1 installed on a virtual machine
- Successfully installed and used variety of exploits on video game consoles including the Nintendo Wii and 3DS
- Built and compiled extremely basic homebrew applications that run on Nintendo 3DS in C without a signature
- Experienced in checking/cleaning devices of malicious Remote Access Tools
- Cracked numerous WPA/WPA2 secured networks through WPS exploit with Reaver
- Won local cybersecurity-based CTF challenge

EDUCATION

Stone Bridge High School, GPA: 4.21

Projected Graduation Date: 2018
Current Grade Level: 9

COMMUNITY INVOLVEMENT

- Life Scout in Boy Scouts of America with Programming, Computers, Digital Technology, and Game Design merit badges
- Special Programs/Events planner and manager in Varsity Scout Team 1173
- Support Loudoun Country FoodBank through annual food drives, collections

SKILLS

Intermediate knowledge of C# programming including a variety of syntax usage, optimization, complex forms of raycasting for advanced techniques, physics manipulation, and more. Proficient in CSS and HTML. Fundamental knowledge in Computer Science including data structures and network infrastructure.

HOBBIES

Passion for writing and creating software that brings new experiences to users and is accessible, easy, and friendly to use. Appalachian Trail outdoor enthusiast. Play flute and piano and enjoy reading.