

# Drew Peppley

| (208) 870-3273 | dpeppley@gmail.com |

Passionate storyteller and creative problem solver with a strong love of learning. Interested in creative writing and game development to create stories that change people.

## Professional/Volunteer Experience

### **CODE SENSEI | CODE NINJAS | JULY 2018 - JUNE 2022**

Taught elementary and middle school students how to code through making video games using platforms such as Scratch and Unity, as well as the franchise's own platform. Manage week-long camps, teaching more specific platforms such as Microsoft MakeCode, Roblox, and Minecraft.

### **SOFTWARE DEVELOPER | GIMM WORKS DEVELOPMENT TEAM | APRIL 2022 – PRESENT**

Work with a small team of developers to create interactive applications using various platforms including Unity and Xcode, including VR and AR technology. Currently working on an augmented reality experience for the Anne Frank Memorial in Boise, as well as a VR roundabout simulation for Ada County Highway District.

### **ZOO TEEN/NATURALIST | ZOO BOISE | MAY 2016 - PRESENT**

Educates visitors to Zoo Boise on animals and related conservation projects. Runs various interactive animal encounters and exhibits. Selected in 2020 to be a founding member of the ZooTeen Youth Leadership Council, working to determine the future of the program. Ran interviews and orientation programs, mentoring new volunteers.

## Education

### **HIGH SCHOOL DIPLOMA | MAY 2021 | ROCKY MOUNTAIN HIGH SCHOOL, MERIDIAN, ID**

### **GAMES, INTERACTIVE MEDIA AND MOBILE | EXPECTED GRADUATION MAY 2025 | BOISE STATE UNIVERSITY, BOSIE, ID**

## Awards & Honors

- Graduated with highest honors, a member of the National Honor Society.
- Scholastic Art and Writing Awards: won two silver key awards and three honorable mentions.
- Business Professionals of America: Qualified for state and national competitions for CS and web design.
- First student in the state of Idaho to become Adobe certified in middle school.

## Technical Skills

- Programming Languages: Java, HTML, CSS, JavaScript, C, C#, Swift
- Engines/Platforms: Experience in Unity, Unreal Engine, GameMaker Studio 2, Xcode
- Other software: Skilled with Adobe Photoshop, Illustrator, Animate