# Drew Peppley

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Passionate storyteller and creative problem solver with a strong love of learning. Creating games and creative applications to tell stories that change people.

## Relevant Professional/Volunteer Experience

### SOFTWARE DEVELOPER/PROJECT MANAGER | GIMM WORKS | APRIL 2022 – DEC. 2024

· Designed and developed interactive applications using platforms like Unity and Xcode, often including VR and AR technologies.

· Worked with teams of 3-12 student developers as a developer and project manager.

· Worked with various clients including the City of Boise, National Science Foundation, Freeman, Make-A-Wish, and the Wassmuth Center for Human Rights.

### STUDENT MENTOR/TEACHER ASSISTANT | GIMM | JANUARY 2025 – MAY 2025

· Organized open lab hours to assist and mentor students with a difficult iOS augmented reality course.

· Assisted students with in class assignments and helped the professor review student submissions.

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

· Taught fundamental programming and game design principles to elementary and middle school students using Scratch and Microsoft MakeCode.

· Managed and ran week-long camps covering special topics MakeCode Meowbit, Roblox, and Minecraft.

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

· Collaborated with groups of volunteers to interact with various demographics of visitors.

· Told stories about wildlife and conservation projects to generate empathy.

· Ran interviews and orientation programs, mentoring new volunteers.

## Leadership

· **Business Professionals of America**: Qualified for state and national competitions for CS and web design; held various local, chapter-level officer positions.

· **SkillsUSA**: began and led a chapter at Boise State university; 2023-2024 college/post-secondary state secretary for SkillsUSA Idaho, served as a delegate representing Idaho at the 2024 national conference.

## Education

### BOISE STATE UNIVERSITY, BOISE, ID

Bachelor of Science in Games, Interactive Media, and Mobile | Minor in Computer Science | Expected May 2025

## Technical Skills

· Programming Languages: Java, HTML, CSS, JavaScript (Node.js, D3.js), React Native, C#, Swift, MySQL

· Engines/Platforms: Experience in Unity, Unreal Engine, GameMaker Studio 2, Xcode