JOHN PETRAKIAN

Mobile: (650) 274-4228 ♦ Email: jopetrakian@gmail.com

GAME DEVELOPMENT & COMPUTER SCIENCE

Highly motivated graduate student seeking an internship opportunity in game development and testing.

EDUCATION

BS in Computer Sciences – GPA 3.65/4.00
UNIVERSITY OF WISCONSIN-MADISON, MADISON, WI

Master of Entertainment Arts and Engineering, Game Engineering Track (Planned for May 2026)
UNIVERSITY OF UTAH, SALT LAKE CITY, UT

RELEVANT COURSES

Intro to Artificial Intelligence **CS 540**
Assembly Language and C Programming **CS 354**
Cryptography **CS 435**
Intro to Operating Systems **CS 537**
Computer Graphics **CS 559**
Intro to Optimization **CS 524**
Java Programming I, II, & III **CS 200, 300, & 400**
Software Engineering **CS 506**
Discrete Mathematics **CS 240**
Intro to Computer Engineering **ECE 252**
Algorithms **CS 577**
C++ for Java Programmers **CS 368**
Matlab Programming **CS 368**
Intro to Computer Vision **CS 639**
Probability & Info Theory in Machine Learning **CS 561**
Deep Learning for Comp Vision **CS 639**
Rapid Prototyping **EAE 6100**
C++ Game Programming **EAE 6300**
Game Design I **EAE 6000**

SKILLS

PROGRAMMING LANGUAGES: Java, Python, C, C#, C++, Matlab, HTML, Julia, Javascript & Assembly Language
OPERATING SYSTEMS: Linux, Microsoft Windows, & Mac OS
LANGUAGES: native English, native French, & basic Mandarin
GAME ENGINES: Unity & Unreal Engine 5

WORK EXPERIENCE

DREAMWORLD, Redwood City, CA — January 2024 - Present
GAME DEVELOPER INTERN: I use Unreal Engine 5 and C++ to test, fix bugs, and implement innovative game features, such as creating interactive pets for players, while also working on multiplayer replication to synchronize player actions and experiences.

PENINSULA BRIDGE, Atherton, CA — Summer 2019
TEACHER: I taught approximately 40 low-income middle school students Science and the fundamentals of Computer Science. I additionally coached water polo and swimming for 50 of the students in the program.

AWARDS

2019 CWPA MEN'S SCHOLAR ATHLETE TEAM (2019): Collegiate Club, Outstanding Tier
DEAN'S LIST: Spring 2020, Spring 2022, and Spring 2023 terms at the University of Wisconsin-Madison
DEAN'S HONOR LIST: Fall 2019 term at the University of Wisconsin-Madison

PROJECTS

GAME AI: Developed an AI game player for a modified version of the game Teeko using the Minimax algorithm.
PYGAME: Developed a multidirectional shooter arcade game and a side-scrolling runner action game using the Pygame modules for Python.
DEEP SEA DEFENDER: Developed a 3D top-down shooter in UE5 as part of a team of students. My primary role was to integrate the game with Twitch livestreams, enabling viewers to vote periodically for live in-game effects.