Peyton Anderson

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EXPERIENCE

ZKX Solutions, Remote   June 2022 - present
Software Engineer
- Contribute to the front-end and back-end functionality of a new authenticator app using Java, C++, and Android Studio
- Develop and test software for an authentication solution using C++, Visual Studio, and Postman
- Collaborated in a team of 3 software engineers to build RESTful APIs using C++ and Postman to easily integrate our authentication solution into third-party applications, with high scalability and reliability
- Use Phabricator to manage sprints and keep track of project tasks

American Greetings, Remote   January 2021 - September 2021
Web Development Intern
- Developed the creative aesthetics, user experience, and technical requirements for electronic greeting cards using HTML/CSS/JavaScript, Typescript, Greensock, and PixiJS
- Developed online greeting cards, including programming animations for an interactive card called Elephant Encounter on American Greetings' sister site, Jacquie Lawson
- Improved accessibility for Jacquie Lawson by recreating a Canvas card-opening animation in HTML and CSS so the text can be read by screen readers

SKILLS

Programming Skills: C++, C#, JavaScript/Typescript, HTML, CSS, Java, Angular, SQL, Postgres, Python
Tools: Unity, Git, Agile/Scrum, Microsoft Visual Studio, Android Studio, Postman, Adobe Photoshop, Autodesk Maya, Unreal

PROJECTS

Zamboni Deathmatch (personal)   May 2023 - present
- Creating a bumper cars-style game using C# and Unity
- Created the game's concept, and currently planning the architecture and implementing gameplay functionality

Recursive Space (academic)   February 2019 - May 2019
- Created a bullet hell game in a team of 4 using C# and MonoGame
- Designed the game architecture, in-game collectibles, and high score system to make an engaging experience for the player

Interactive Evangelism (personal)   June 2017 - August 2018
- Created a turn-based role-playing game using HTML/CSS/JavaScript
- Wrote the story, planned out the architecture, wrote the code, and designed the assets

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY   2018 - 2022
Bachelor of Science, Game Design and Development, Magna Cum Laude, 3.62