peter789b@gmail.com

Tsun To (Peter)

Objective

Further my knowledge and skills as a developer by working in the industry. Ideally I would love to be involved in different aspects of development to make me a more well-rounded developer.

Work Experience

Junior Game Developer - Japan - [Q-Games](.) (11/2019 - Current)

Currently a programmer in Q-Games, I help in both developing new features and maintaining the existing codebase. Most of my work is related to Apple Arcade and hence am relatively comfortable with mobile development.

Junior Developer - UK - [InCrowd Sports](.) (06/2018 - 09/2019)

I was involved in different teams in InCrowd Sports and gained not only technical experience(please see [Technical Skills](.) for more details) but also soft skills like liaising with third parties, time management, and agile development.

References

Jamey Abdelnoor - Senior Developer
InCrowd Sports
[jamey.abdelnoor@incrowdsports.com](.)

Jonathan Nadeau - Programmer & IT
Q-Games
[jonathan.nadeau@gmail.com](.)

Technical Skills

Game Development - Unity, C#

I am currently working at a WIP Unity project for Q-Games where I am responsible for various gameplay features and player controller of the main character. I was also involved in releasing an update for [Frogger in Toy Town](.), a popular franchise of Konami.

I am hence tainted with various aspects of game development.

Android Development - Kotlin, Java, UI Programming

I was involved in [18 different Android apps](.) when I was working for InCrowd. Some of the more significant work includes authentication for videos in [Crystal Palace FC](.) and releasing [Guinness PRO14](.).

I am hence reasonably familiar with Android development and the relevant libraries and developed strong UI programming skills.

Tools Development - Unity, WPF

I was one of the crew members who is responsible for building [Cast](#) in [InCrowd Sports](#). Cast is developed in 2 different parts — the "Engine" which is built in Unity and the "Producer" which is built in WPF.

Some of the more significant work includes releasing 2 plugins for Cast, which involves both Producer(WPF) and the Engine(Unity). I also cooperated with one other colleague to localize Cast so that it can be used in any language other than English.

Hence I am confident with Unity and WPF development and their relevant libraries.

Tech Demo

Procedural Tree Generation (Unity): [Repository](#)

Porting a [tree generation algorithm](#) invented by Nicholas McDonald to Unity. This is an experimental project to explore the possibilities of generating trees dynamically.

Tower Defense (Unity): [Repository](#)

A prototype project attempting to use reinforcement learning in game development. Enemies pathfinding AI is driven by reinforcement learning.

[**GitHub**](#)**:**
Contains miscellaneous projects and utils.

Education

First honor graduate at the [University of Sussex](#) as a computer science student with award-winning academic performance. Also worked as a lab assistant in the University to help teach first-year students.

Language

I can speak and use the following languages fluently:

1. English
2. Chinese(both Mandarin and Cantonese)

I can also speak Japanese, although not as fluent as the 3 mentioned above.

Interests

Active in hackathons and game jams. Great fan of anything game related, from board games to video games. Read tons of books, occasionally write short stories online. Keen on bouldering.