



Peter Brooks

Senior Developer

With over six years in the industry, my passion is for solving API problems and optimising processes within teams.

An Agile, TDD and CI developer.

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Core languages



Platform development



PSVITA Gear VR

System administration



Developer tools



Interests



Sea Level Research **django**
2016

Development predictions software for the shipping trade, including a RESTful API for the shipping industry within a django and React.



Starship Group
2014 - 2016



vTime
Unity 5 core engine work on a social VR project and multiplayer mini game development.



Supersonic **django**
Sole lead on a continuous integration distribution system for iOS & Android. Reduced install times down to under a minute.



CyberCook
Unity 4 render, physics, UI, JSON, platform programming. Mesh system for chopping vegetables.



Revolution Software
2012 - 2014



Broken Sword 5 The Serpents's Curse
Core engine and platform work within a team of twenty developers within a bespoke C++ engine. API implementations for achievements, audio, video playback, commerce. Distribution to publishers for Vita, Steam, Android and iOS.



Broken Sword The Shadow of the Templars
Broken Sword 2 The Smoking Mirror
Porting of these classic titles to Android and maintaining their iOS counterparts within bespoke C++ engines.



Other development
2010 - 2012
Development of Apps for iOS and Android devices using UIKit, Objective-C, Swizzling and Android UI.



Keele University
2009

Achieved a 2:2 with honours studying pure & applied mathematics with computer science. Disciplines studied in software architecture, systems development, human factors, databases and web programming.