



Peter Brooks

Senior Developer

With over seven 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





Climbing



Mountaineering



Sea Level Research  
2016 - Present

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



Vantage

Realtime sea level & weather comparison for ports. Built in React, with offline caching and supported by the API.



Sea Level API

Django REST framework API which combines multiple data sources and caches their result for fast retrieval by clients. incorporating Pandas, NumPy, Redis, Postgres and deployed on Heroku.



Port Assist

Port information dashboard advising on current conditions for loading.



Collectors

Data collectors from mixed APIs, webpages and physical hardware. Use of Amazon EC2, Lambdas and Scrapy.



Venture Moon - Duke Grabowski, Mighty Swashbuckler!

Unity 4 port development & publishing for PC & Razer Forge TV (Android). Including Steamworks, achievements, video rendering and direct input.



Starship Group
2014 - 2016



vTime

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



Supersonic

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

Broken Sword 2

The Shadow of the Templars

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.