PETER VANDER RHODES

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SKILLS AND QUALIFICATIONS

- Proficient in C++, C#, and Python programming languages, along with the Unity game development platform
- High level of Mathematics knowledge including Linear Algebra, Probability and Statistics, and Calculus
- Some skill in Robotics, Javascript and BASIC language
- Excellent at problem solving
- Experience with version control with Git and SVN
- Experience with Agile development and Scrum practices

PROGRAMMING PROJECTS

Beat of the Ocean   April 2023
Programmer   Team Size: 09
- 2D top-down battle boat simulator built in Unity where the player uses a bongo controller to pilot a boat
- Programmed Unity to recognize inputs from the Nintendo GameCube Donkey Kong Bongos controller, including the separate bongos and the clap sensor
- Implemented weapon systems such as ballista, cannons, and corvuses utilizing game physics principles
- Worked with onboarding new members midway through the project and defusing arguments
- Wrote systems and mechanics documents and technical documents
- Guided and participated in focus group testing and used testing feedback to improve final product

Astroknight Adventure   March 2022
Programmer   Team Size: 01
- 2D platformer built in Unity where players slowly gain new abilities, such as a dash, double jump, and wall jump
- Used Piskel to create art assets for the project

Harmony   March 2023
Programmer   Team Size: 06
- 2D top-down game built in Unity showcasing what people with chromesthesia see as players search for band members
- Implemented dialogue system allowing players to talk to the members with branching dialogue trees

Fishy Catastrophe   December 2021
Programmer   Team Size: 05
- 2D top-down beat-em-up game built in Unity where player defeats fish enemies to reach the goal
- Used Visual Studio 2019 to code the project
- Implemented movement systems, combat, camera mechanics, enemy AI

EDUCATION

Champlain College, Burlington, VT   Expected May 2025
Bachelor of Science Degree in Game Programming major with Mathematics minor   GPA: 3.0
- Dean's List Fall 2023
- Coursework includes: Graphics and Animation, AI for Games, Game Physics, Data Structures and Algorithms, Game Architecture, Vector Calculus, Linear Algebra, Matrices and 3D Math

Lexington High School, Lexington, MA   June 2021

WORK EXPERIENCE

Nordstrom Rack, Burlington MA   June 2022 – Aug 2022
Floor Team Member, Cashier   June 2023 – Aug 2023
- Provided customer service at check out, assisted customers in finding and checking out clothing
- Returned clothes to their places on the racks after customers were done trying them on