

Peyton Smith

Game Developer & Software Engineer

I have a passion for technology and learning. I want to be a part of the never-ending growth of the tech industry by providing tools to make our lives easier and experiences to keep us entertained while we continue to do the former.

EXPERIENCE

Holberton School, Tulsa, OK— Tutor

June 2021 - PRESENT

- Tutoring students on the principles of Computer Science, Full Stack Software Engineering, AR/VR/XR technologies, and Game Development.
- Supervising and assisting students during their peer driven learning sessions.
- Providing ad Hoc advice and assistance during student projects.
- Reviewing work submitted by students and conducting mock interviews.
- Leading meetings and presentations over various school concepts and curriculum topics.
- Providing and maintaining a calendar of schedulable time for students to request group or one-on-one tutoring sessions.
- Attending bi-weekly meetings regarding success of students and thoughts from tutors and staff.
- Encouraging a diverse, equitable, and inclusive working environment.

EDUCATION

Holberton School, Tulsa, OK

September 2020 - PRESENT

- **Full Stack Software Engineering** | Certificate of Completion (Graduation: 4/29/2022)
- **Augmented & Virtual Reality** | Certificate of Completion (Graduation: 4/29/2022)
- Although there are onsite and remote engineers from multiple disciplines dedicated to helping students, Holberton School has no formal teachers. The curriculum is built to emphasize and strengthen both self and collaborative learning skills by providing both solo and group projects. Throughout the program these projects increase in difficulty and decrease in provided resources to strengthen students' ability to find, study, and learn the required material on their own and with peers.

Booker T. Washington High School, Tulsa, OK

August 2016 - May 2020 | GPA (4.0): 3.95 | GPA (5.0): 4.48

- International Baccalaureate Program
- IBSL Mathematical Studies - 7/7
- IBSL Economics 5/7
- IBHL Physics - 5/7
- F.I.R.S.T. Robotics Competition - TEAM #1209
 - CAD (Computer-aided design) Lead

Tulsa, OK (Remote/Onsite/Relocation)

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Twitter: [@peyton0606](https://twitter.com/peyton0606)

Instagram: [peytonbrsmith](https://www.instagram.com/peytonbrsmith)

Facebook: [peytonbrsmith](https://www.facebook.com/peytonbrsmith)

SKILLS & TECHNOLOGIES

Game and XR Development

C#, Unity, XR Interaction Toolkit, Oculus SDK

Low Level Programming & Systems Engineering/Devops

C programming, bash, linux server management and networking

High Level & Object Oriented Programming

python, C#, javascript

Database Management

sql, mysql, mysqldb and SQLAlchemy

Web Development

html, css, javascript, web frameworks

Version Control

git, git-lfs, GitHub

PROJECTS

Windle — UWP APP

Published on the [Microsoft Store](https://www.microsoft.com/store/apps?cid=msr639)

A recreation of the online word game Wordle built in XAML and C# using the Universal Windows Platform..

Rage Chess — Unity VR Game

Available on my [Website](https://www.peytonsmith.dev) and [GitHub](https://github.com/peytonbrsmith)

An online multiplayer VR chess game built in Unity using C#, XR Interaction toolkit, Photon Pun2 for the Quest 2.

Super Mario Bros — WebGL Game

Available on my [Website](https://www.peytonsmith.dev) and [GitHub](https://github.com/peytonbrsmith)

A recreation of the first level of Nintendo's Super Mario Bros built in Unity with C# and playable on the web.