

Hi!

This is a portfolio of Peter Sheehan's work. He's an anti-disciplinary artist constructing unconventional computer-based games, performances and mixed media. He uses Godot, Blender, Unity3D, React and other software tools to create animated visual experiences with a focus on rediscovering history and political economy through playful rhetoric.

You can check out his website at perebite.com, or look at some documentation of his work in the forthcoming pages.

EvilETF | 2025

This is a stock-portfolio-making roguelite composed of the most evil companies of 2025. Accumulate your portfolio of heinous stocks as your Demonic Patron sends you gifts to maximize your yearly revenue. Face off against Angels who want to stop your returns with curses—inverting the returns of each of your stocks. Run out of uncursed stocks and lose – or defeat all seven angels to win. Micromanage your portfolio weights to dodge their curses... or push for maximum returns and crush all seven Angels outright. This

game was made in Godot over the course of two months.

Link

[1. Play Here](#)



Caxtilteca Prototype (actively developing) | 2024

Caxtilteca is a 4 player mini RTS set in colonial Mexico. Play as Tlaxcalan dukes defending themselves against their former friends and allies for land. The only way to do this is to organize your army of peasants, knights, and towers to the most efficient arrangement for

money collection while also constantly juggling your opponents who have the exact same goal. Messy pulse pounding multiplayer ensues.

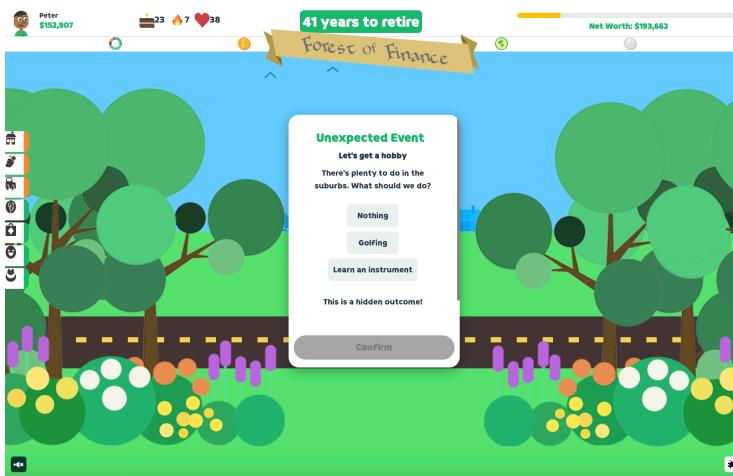


Link

1. Trailer

Finulator | 2021 - 2025

A life simulator commissioned by Troutwood Inc, a financial education company. Designed to motivate high school students to invest in their 401ks and IRAs. Also an overall look into the spirit of the average working person in this country, with real world data of salaries based on location from the BLS. The game supports real time multiplayer. My job was a product owner for the project including UI/UX, graphics, frontend and backend, and narrative creation.

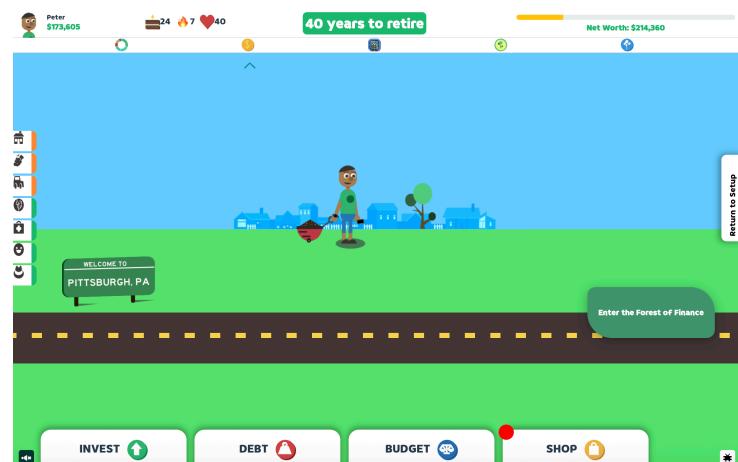


Top

A player weighs their options in the Forest of Finance.

Right

A player idly waiting as they after making the choice to visit their neighbors.



Link

1. <https://finulator.com>

House Can't Stop Winning | 2024



A systems based board game designed to tell a larger choose your own adventure narrative made independently for the Appendix Group Show by Charm School in 2024. The game is actually three separate games that unify and feed into each other's systems. These three games were played over the course of the night of August 28th and were designed to tell a cohesive story about capitalism, where one board game set in a homeless encampment is where most of the players ended up, a gambling game meant to represent the "grind-set" became constrained by higher costs of living, and a top 1% of players are left in a gambling game competing for everybody else's chips.



Top

I played the croupier, making sure visitors were properly guided through the system and following the proper rules.

Bottom

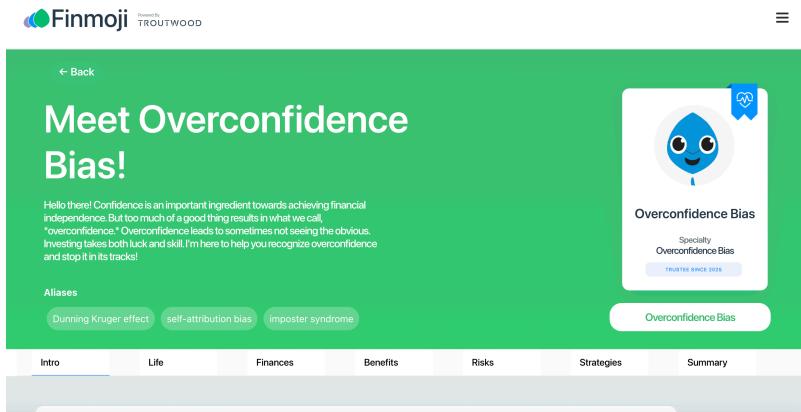
The game was built to continue as players leave and join throughout the night, designed for short bursts of play and gambling.

Link

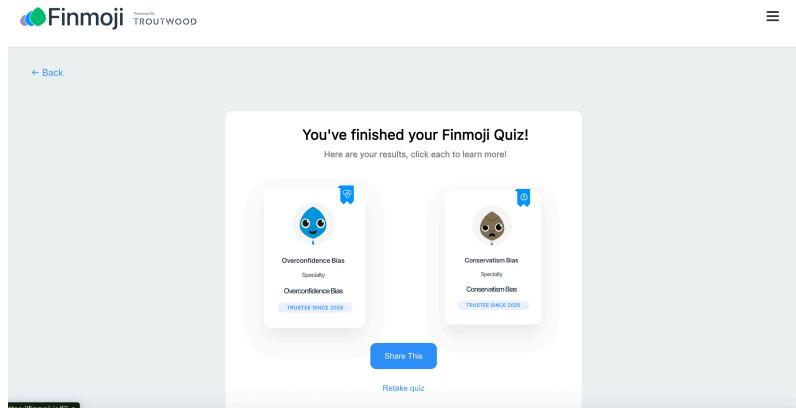
1. <https://perebite.itch.io/house-can-t-stop>

Finmoji | 2024

A behavioral finance and personality-based quiz tool integrated into the Troutwood app, enabling users to understand and reflect on the psychological drivers behind their financial decisions.



The screenshot shows the Finmoji quiz interface. At the top left is the Finmoji logo with the text "Powered by TROUTWOOD". At the top right is a menu icon (three horizontal lines). Below the logo is a back arrow and the text "Meet Overconfidence Bias!". A central feature is a blue teardrop emoji with a smiling face, labeled "Overconfidence Bias" with a "Specialty" badge below it. Below the emoji is a "TRUSTEE SINCE 2020" badge. To the left of the emoji is a text box: "Hello there! Confidence is an important ingredient towards achieving financial independence. But too much of a good thing results in what we call, 'overconfidence.' Overconfidence leads to sometimes not seeing the obvious. Investing takes both luck and skill. I'm here to help you recognize overconfidence and stop it in its tracks!" Below this text is a section titled "Aliases" with three buttons: "Dunning Kruger effect", "self-attribution bias", and "imposter syndrome". At the bottom of the screen is a navigation bar with tabs: Intro (which is selected), Life, Finances, Benefits, Risks, Strategies, and Summary.



The screenshot shows the Finmoji quiz results interface. At the top left is the Finmoji logo with the text "Powered by TROUTWOOD". At the top right is a menu icon (three horizontal lines). Below the logo is a back arrow and the text "You've finished your Finmoji Quiz!". A central message says "Here are your results, click each to learn more!". Below this message are two cards: one for "Overconfidence Bias" (rating 100) and one for "Conservatism Bias" (rating 0). Each card has a "Specialty" badge, a "TRUSTEE SINCE 2020" badge, and a "Share This" button. At the bottom of the screen is a link: "https://finmoji.io/t3-i/".

Link

1. <https://finmoji.io/>

Federico Solmi | 2021

I animated, 3D model, film and edit videos for Federico Solmi Studio. I've worked with other artists to create footage, models, and animations using Maya and Unity, and created a VR pipeline to play the experiences in 3D. Conceptually, the work deals with the Great Men model of history and how it obscures history, rather than make it clear. These characters exist out of any narrative, treating the world like an endless party and each other like old friends. The 3D model's textures are hand-painted: turning the figures into grotesque clown versions of themselves.



1)



2)

1)

Some shots from the Reckless Ones, a project set in a daytime boat excursion.

2)

This is from the Night Watchers, a project set in a nighttime boat excursion.

3)

A shot from the Bathhouse, a project set in a Roman bathhouse.

4)

This is from the Drunken Fathers, set in a psychedelic daytime boat excursion.

5)

This is from the Red Desert, in which the characters are lost at sea in twilight.

6)

A still from the VR experience of the Bacchanalian Ones, with the player holding a champagne bottle



3



4



5



6

Links (do not distribute)

- 1.[The Reckless Ones](#)
- 2.[The Night Watchers](#)
- 3.[The Bacchanalian Ones](#)
- 4.[The Drunken Fathers](#)
- 5.[The Red Desert](#)
- 6.[The Bacchanalian Ones \(VR\)](#)

Cyberpunk Capital | 2021

Cyberpunk Capital is a science fiction line-by-line retranslation of Marx's Capital Volume 1 for a dystopian future. Set in the fictional video game world of CD Projekt Red's 'Cyberpunk 2077,' the work turns political economic terms into foul-

mouthed futuristic spectacle. The work expands across many different media: as a webpage, an instagram page, and as a twitter bot.

Last updated: February 16th, 2021

Welcome and thanks for your interest in Cyberpunk Capital! Karl Marx created Capital Volume 1 to explain commodities, the value-form, and capitalist production. We have it, here, together, as simply as we could organize it, with some informal short summaries to help you understand what it means. The short summaries on the right have been handled by Johnny Silverhand, a Rockerboy, a real cyberpunk who knows what's what when it comes to translating disgust-at-capitalism. But, just so you know, it's the full text on the left that's important/well thought out. This version of Capital Volume 1 was translated by Hans Ehrbar. Note: This is not corpo approved and we are not endorsed or affiliated with CD Projekt Red.

SELECTED PREFACES

FULL TEXT QUICK SUMMARY

0.1. PREFACE TO THE FIRST FRENCH EDITION (MARX, 1872) [\[PDF\]](#)

London, 18 March 1872
To citizen Maurice La Chatre
Dear Citizen,

I applaud your idea of publishing the translation of Capital as a serial. In this form the book will be more accessible to the working

Alright, so this load of corpo talk from the old Paranoid, Karl Marx, is pretty boilerplate. But 'member, that long version over on the left, that stuff is legally boring. I'm here to make it real easy to understand. He's fixin' with his choomba in France and givin' him a big thanks for helpin' him out with the French Edition of his dirtyscrip, 'Das Kapital.' But Marxy is a bit worried about the

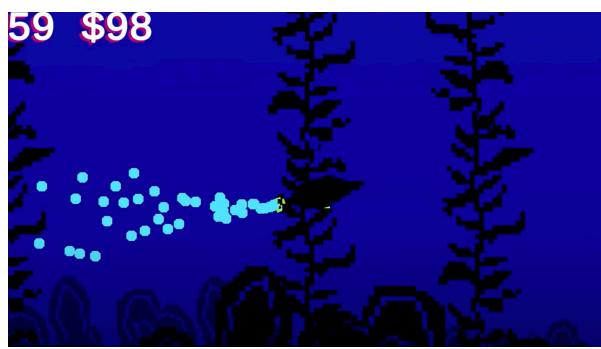
Above
The Cyberpunk
Capital landing page.

Link

1. <https://perebite.com/cyberpunkcapital/#/>

Whaling and bailing | 2020

A short game made for iLRNFuser2020 with Sheenu You and Fern Vega. You play as a submarine, at first tasked with taking pictures of ocean life to afford gas. However, illegal whaling threatens both your small business and the whales within the nature. This game is designed to educate on the necessity for regulation to keep balance with nature and to help grow independent businesses.



Top left

Deep under the ocean, pictures of sea creatures sell for more

Bottom left

Whales float at the surface, where ships will arrive.

Link

[1. play game here](#)

Storytime with granddad | 2020

I set up an unmoderated Twitch stream where every post in the chat would patch into a game environment as a computerized grandfather's voice. I played his obedient grandson and improvised to whatever was uttered in realtime.



Above

A screencap of the chat alongside the realtime animated performance

Link:

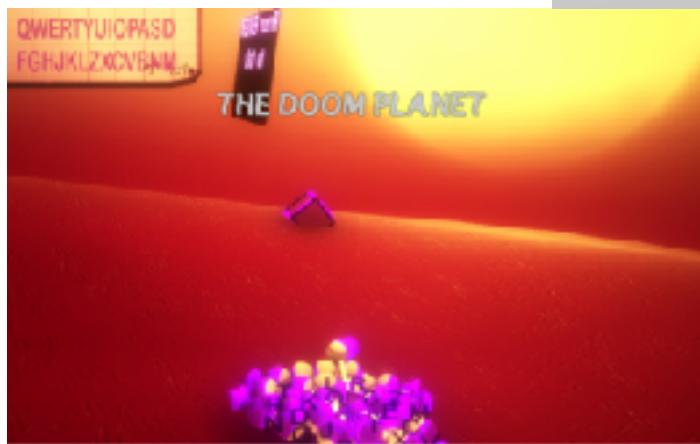
1. Stream archive

Short Leash | 2019

Short Leash is an alt control type game that uses every key on the keyboard. You play as a data transmitter assembling itself across outer space, first in an asteroid belt co-opted by your creators, then tasked with sending messages in a pit filled city, and finally having to disassemble yourself in a place called the Doom Planet. This game was made in Unity.

Link

1. <https://perebite.itch.io/short-leash>

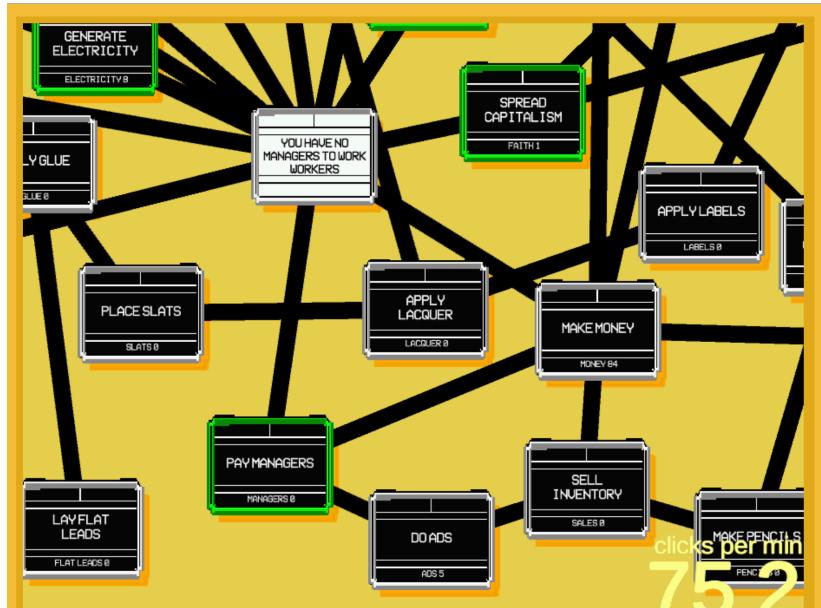


i, Pencil inc. | 2019

A digital interactive network representing the feedback loops and relations discussed in Leonard Reade's 1956 essay "I, Pencil." To create pencils at the global scale Reade discusses, an increasingly complex web of resources must be discovered and exploited by clicking "Find New resources." A network of larger and larger geopolitical events is unearthed, from global wars to the abuse of workers in far off countries.

Right

A zoomed in section of the full map of clickable resources in I, Pencil Inc.



Link:

1. <https://perebite.itch.io/i-pencil>

Kitchen Sink | 2019

Collect as many products as you can and toss them into the soup to make the most flavorful meal of all time in this first person movement "shooter". This game uses the WASD and arrow keys. Space is to jump and use the mouse to move the camera and click to pick up and deposit products into the pot. During the final decision, use the arrow keys and space bar to select an option.

Playing online or offline matches and the actions you take within them have a larger effect on a larger story. Make careful decisions. I made this game with a 10 person Game Creation Society team over the course of three months.



Link:

1. <https://perebite.itch.io/kitchen-sink>



Tactic | 2016

TacTic is a puzzle game that is essentially the single player opposite of TicTacToe. The goal of every level is to place Xs and Os on a grid all while trying **not** to place three Xs or Os in a row, diagonally, or vertically. Though it starts off simple, levels quickly escalate. Currently off the IOS and Android app store, but is still available on the Amazon Appstore.

Link:

1. [Amazon Store Listing](#)
2. [Youtube Trailer](#)

