

# Hi!

This is a portfolio of Peter Sheehan's work. He's an anti-disciplinary software engineer 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. With over ten years of game dev experience, Peter is capable of meeting any game development challenge head on.

You can check out his website at [perebite.com](http://perebite.com) and play his games at [perebite.itch.io](http://perebite.itch.io), 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.

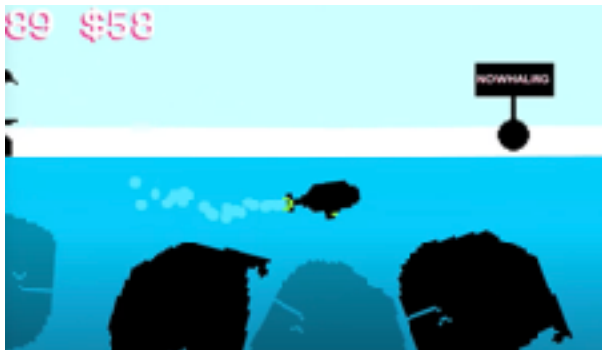


## Link

1. <https://finulator.io>

## 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**

## Don't Let Me Down | 2019

Don't Let Me Down is a two player local co-op game for Windows and Mac. Two princesses must work together to escape a dangerous castle using their opposing gravities. One princess falls up, the other down. Because of this, they can use one another as platforms.



*Right*

Players must use each other as platforms to escape the castle.

### Link:

1. <https://perebite.itch.io/dont-let-me-down>

# 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>

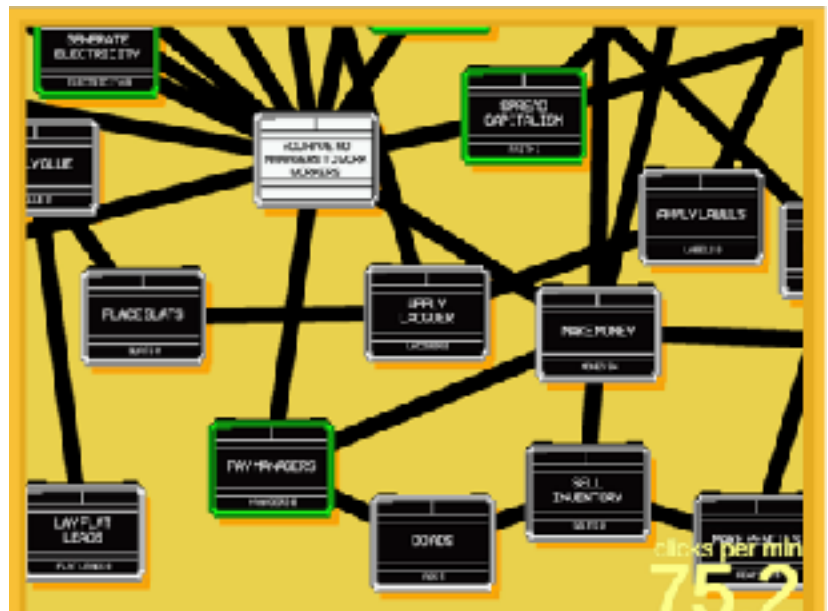


## i, Pencil inc. | 2019

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](#)

