Peter Lockhart

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Objective:

Looking for a co-op in software development during Summer 2016.

Education:

Rochester Institute of Technology	Rochester, New York
Bachelor of Science in Game Design and Development, Expected 2017	GPA: 3.71

Dean's List

RIT Creativity and Innovation Award

RIT Achievement Scholarship

Relevant Courses:

Object-Oriented Programming	Data Structures and Algorithms
Calculus 1, 2	Linear Algebra
Interactive Media Development	Web Design and Implementation
Rich Media Web App Development	

Skills:

Programming Languages: C#, Java, C++, JavaScript, HTML5, CSS

Software: Visual Studio, Photoshop CS6, Unity, Maya 2016, MS Word, MS Power Point, Eclipse

Projects:

Armoire(2015): Created mechanics and animation system for a 2D, action, side-scrolling, platforming game in Monogame with a team of 2 other people for the Imagine Cup Hackathon 2015.

SwitchBlade(2015): Worked on the Interface, art assets, and some mechanics of a 2D, top-down action game in Monogame C# with a team of 3 other people.

Wordventure(2015): A 3D Unity puzzle game created for a local game jam to teach people how to read. Worked on the mechanics and character controller with C# Scripts. Team of five people.

Codename: Scale (Current): Creating player mechanics, controls, and physics in a 3D Unity puzzle platformer game in a team of 8 people. Using C# for scripts.

Synesthesia(Current): Creating the visuals and art assets for a 3D endless running game that will be shown at the Game Developers Conference. Working with 4 other artists and 8 programmers.

Experience:

Human Resources at Rochester Institute of Technology	Rochester, New York
Front Desk Student Worker	September 2015 - Present

Responsibilities: Assist and answer questions for visitors and callers, handle legal documents, organize faculty files, run background checks on potential employees, use Oracle to maintain and update employee information.