

# Peter Lockhart

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<https://github.com/pxl1778>

## Objective:

A co-op for programming in software or game development during the Summer from May to August or Fall 2016.

## Education:

Rochester Institute of Technology, Rochester, New York

Bachelor of Science in Game Design and Development, Expected 2018

GPA: 3.76

Dean's List

RIT Creativity and Innovation Award

RIT Achievement Scholarship

## Projects:

SwitchBlade. Worked on the Interface, art, and some mechanics of a 2D, top-down action game in Monogame.

Asteroids. Created a re-imagining of the classic Asteroids game in Processing.

## Relevant Courses:

Object Oriented Programming

2D Animation and Asset Production

Calculus I, 2

Interactive Media Development

Data Structures and Algorithms

3D Animation and Asset Production

Linear Algebra

Web Design and Implementation

## Skills:

Programming Languages: C#, Java

Front-End Languages: HTML5, CSS

Software: Visual Studio 2013, Photoshop CS6, MS Word, MS Power Point, MS Excel, Maya 2016, Eclipse

OS: Windows XP, 7, 8, 10

## Experience:

American Eagle

Sales Associate

Victor, New York

April 2015 - Present

Responsibilities: Keep store clean, talk with customers, cashier, run fitting rooms, put clothes back correctly, closing the store, restocking the store.

## Activities

New Media Club Member

No Voice Zone