

Peter Lockhart

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www.plockhart.com

Education:

Rochester Institute of Technology	Rochester, New York
Bachelor of Science in Game Design and Development, Expected 2018	GPA: 3.62
Minor in Mobile Development	
Dean's List	
RIT Creativity and Innovation Award	
RIT Achievement Scholarship	

Relevant Courses:

Object-Oriented Programming	Data Structures and Algorithms I, 2
Calculus I, 2	Linear Algebra
Game Design and Development I, 2	Interactive Media Development
Rich Media Web App Development	iOS and tvOS Development

Skills:

Languages: C#, JS(JQuery, Cordova, Angular 2), Blueprints (UE4), C++, Java, HTML5, CSS, Swift 3.0
Software: Unity 5, Unreal Engine 4, Visual Studio, Xcode 8, Photoshop CS6, Maya 2016, Eclipse, MS Word
Operating Systems: Windows 10, Android, iOS, OSX

Projects:

Paper Battle(Current): Creating UI elements, score system, items and weapons in an online multiplayer fighting platformer games with characters from Nickelodeon. Using Haxe JS and in house engine.

Spongebob Next Big Adventure (2017): Helped convert a point and click adventure game from Flash to HTML5 by creating minigames and debugging the game to completion. Used Haxe JS and in house engine.

CEI Virtual Patient(2017): Create visuals and an external content manager for a cross platform mobile app to help doctors and nurses treat HIV patients. Using Ionic 2, Angular 2, and Firebase.

8128: A Perfect Year (2016): Created puzzle and endless runner mechanics using Unreal Engine 4 with blueprints. Worked with seven other people to create this 3D adventure RPG/Runner.

Experience:

Workinman Interactive	Rochester, New York
Junior Developer	July 2017 - Present
Responsibilities: Help program features for games that the company is currently working on with a team of other developers and artists. I worked on both Spongebob Next Big Adventure and Paper Battle ranging from networking, weapon design, and UI elements to recreating entire mini games and debugging systems.	
University of Rochester Medical Center	Rochester, New York
Mobile App Developer	February 2017 – July 2017
Responsibilities: Program features for, create external tools for, and redesign the look of an app, CEI Virtual Patient, which provides research and step by step instruction for nurses and doctors to treat patients with HIV/AIDS. Using Ionic 2, Angular 2, and Firebase.	