

# PETER LOCKHART

Game Programmer seeking full-time employment

## SKILLS

**Languages:** C++, C#, HLSL, Blueprints, JavaScript, Android SDK, Java

**Tools:** Unity, Unreal Engine 4, Visual Studio, VS Code, Maya, Linear Algebra, Eclipse

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## EXPERIENCE

**Contract Developer** | September 2018 – Present  
Workinman Interactive | Rochester, NY

- Tools Used: Javascript, Phaser.js
- Creating multiple game ad experiences for various clients using Unity's Analytics with short deadlines. I prepare the games for release by minifying them into one single HTML page.

**Junior Developer** | July 2017–December 2017  
Workinman Interactive | Rochester, NY

- Tools Used: Javascript, 2DKit, Haxe, In-House Engine
- Worked alongside developers and artists to program gameplay, UI, and networking for games contracted by us for Nickelodeon's web game platform.
- **Paper Battle:** 2 Programmers, 3 Artists
  - Programmed UI, items, and weapons, created score system, and modified and implemented our networking framework.
- **Spongebob's Next Big Adventure:** 3 Programmers, 1 Artist
  - Converted a Flash point-and-click adventure game to HTML5. Revamped the minigames, optimized gameplay, setup UI, revised the save system, and prepared the game for release.

**Mobile App Developer** | February 2017–July 2017  
University of Rochester Medical Center | Rochester, NY

- Tools Used: TypeScript, Ionic 2, Angular 2, Firebase
- Overhauled the features, tools, and look of the app, CEI Virtual Patient which provides research and step by step instruction for nurses and doctors to treat patients with HIV/AIDS.
- **CEI Virtual Patient:** 2 Programmers
  - Created a data management tool for a medical researcher to easily create and review information for the app.
  - Created UI and navigation, programmed connections to Firebase to send and receive data, optimized and prepared app for release on the App Store and Google Play.

## CONTACT

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- 🐙 <https://github.com/pxl1778>

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## EDUCATION

**BS in Game Design and Development**  
Rochester Institute of Technology, May 2018  
Rochester, New York

- 6-time Dean's List recipient
- GPA: 3.64
- Minor in Mobile Development
- RIT Creativity and Innovation Award
- RIT Achievement Scholarship

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## PROJECTS

**Lighthouse** 2018 - Present:

- C#, Unity, Maya
- Solo Project
- 3D puzzle narrative game focusing on shaders and visual effects to tell a story.

**Insanimals** March 2018 – May 2018:

- C++, HLSL
- 4 Programmers
- Created an engine to make a pet simulator with eldritch creatures. I programmed the base engine and visuals from rendering to normal maps. I also created the ray tracing system we use for petting the creature.

**Aquatic Parenting** April 2016:

- JavaScript, Phaser.js
- 2 Programmers
- Fish tank simulator. Programmed gameplay, created fish behavior, and created art assets and animations.