

PETER LOCKHART



Game Programmer seeking full-time employment

SKILLS

Languages: C++, C#, JavaScript (jQuery, Cordova, Angular 2), Blueprints (UE4), Java, HTML5, CSS, Swift 3.0

Software: Unity, Unreal Engine 4, Visual Studio, VS Code, Xcode 8, Photoshop CS6, Maya 2016, Eclipse

Operating Systems: Windows 10, Android, iOS, OSX

EXPERIENCE

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 existing 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 doctors and nurses to treat patients with HIV/AIDS.
- **CEI Virtual Patient:** 2 Programmers
 - Created an external data management tool for a medical researcher to easily create and review information within 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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- 🌐 www.linkedin.com/in/petertlockhart/
- 🐙 <https://github.com/pxl1778>

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

PROJECTS

Lighthouse May 2018 - Current:

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

Huebert's Peril November 2016:

- C#, Unity
- 5 Programmers
- 2D Platformer, adventure game. Programmed player movement and attacks and implemented animations into gameplay.

Aquatic Parenting April 2016:

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