Peter Lockhart

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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 1, 2
Calculus 1, 2	Linear Algebra
Game Design and Development 1, 2	Game Graphics Programming
Rich Media Web App Development	iOS Development

Skills:

Languages: C++, C#, JS (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

Projects:

Lighthouse (Current): Creating a puzzle narrative game in Unity3D on my own. Focusing on shaders and making graphical effects to tell a story about a teenager who gets telekinetic powers.

Paper Battle(2017): Created UI elements, score system, items and weapons in an online multiplayer fighting platformer game with characters from Nickelodeon. Used Haxe JS and in house engine.

Spongebob's 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.

Experience:

Workinman Interactive	Rochester, New York
Junior Developer	July 2017 – December 2017

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's 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.