Peter Lockhart

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Objective:

Co-op for programming in software or game development during the Summer or Fall 2016.

Education:

Rochester Institute of Technology, Rochester, New York

Bachelor of Science in Game Design and Development, Expected 2017

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 with a team of 3 other people.

Armoire: Created mechanics and animation system for a 2D, action, side-scrolling, platforming game in Monogame with a team of 2 other people for the Imagine Cup Hackathon 2015.

Asteroids: Solo project recreating the classic Asteroids game in Processing (Java). A 2D, top-down, space, shooter game.

Wordventure: A 3D Unity puzzle game created for a game jam to teach people how to read. Worked on the mechanics and character controller with C# Scripts.

Relevant Courses:

Object Oriented Programming	Data Structures and Algorithms
2D Animation and Asset Production	3D Animation and Asset Production
Calculus 1, 2	Linear Algebra
Interactive Media Development	Web Design and Implementation

Skills:

Programming Languages: C#, Java, HTML5, CSS

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

Experience:

American Eagle	Victor, New York
Sales Associate	April 2015 - Present

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