

# 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*

- 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, programmed items and weapons, created score system, and tweaked 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. Remade the minigames, optimized gameplay, setup UI, remade the save system, and prepared the game for release.
- Tools Used: JavaScript, 2DKit, Haxe, In-house Engine

**Mobile App Developer** | February 2017–July 2017

*University of Rochester Medical Center | Rochester, NY*

- 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 an external data management tool for a doctor 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
- Tools Used: TypeScript, Ionic 2, Angular 2, Firebase

## CONTACT

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💻 [www.plockhart.com](http://www.plockhart.com)

🌐 [www.linkedin.com/in/petertlockhart/](https://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 (Personal Project)**

May 2018 - Current:

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

**Huebert's Peril (Class Project)**

November 2016:

- C#, Unity
- 5 Programmers
- 2D Platformer, Adventure game. Programmed player movement and attacks

**Aquatic Parenting (Class Project)**

April 2016:

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