

Peter Francis

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1516 E Browning Ln Bloomington, IN 47401

PROFESSIONAL EXPERIENCE

• Lead Game Programmer / Designer

OddestSea

oddestsea.com

June 2018 - Present

- + Created game code, visuals, design, documentation (C#, Unity)
- + Researched, experimented, and developed solutions to technically challenging problems
- + Authored original design and managed team formation

• Undergraduate Instructor - Introduction to Artificial Intelligence

Indiana University, CSCI B351

Bloomington, IN

August 2018 - Present

- + Created and organized course structure, assignments, and documentation
- + Taught and assisted students in coursework and projects

• Game Development Camp Instructor / Counselor

Indiana University, Media School Game Camp

Bloomington, IN

Summer 2017 and 2018

- + Managed and organized students in week long camps
- + Instructed and assisted students studying game development (Unity, Unreal Engine 4, Construct, Godot)

• UI Development Consultant

Indiana University, SICE Research / Development Project

Bloomington, IN

May - August 2018

- + Contracted to develop a User Interface for a personal game research / development project (C#, Unity)

EDUCATION

• BA in Computer Science and BS in Game Design

Indiana University, GPA: 3.8

Bloomington, IN

expected graduation: 2021

- + Concentration in Artificial Intelligence
- + Software systems and theory, data structures, OO and functional paradigms (Python, Java, C, C#, Racket)
- + Game design practices and theory

SKILLS AND EXPERTISE

• Programming / Software Development

- + C#, C/C++, Python, JavaScript, Java, Racket/Scheme/Lisp, Haskell
- + AI implementation, game engine scripting

• Game Engines

- + Unity (C#, 2D/3D scripting and shaders)
- + Unreal Engine 4 (blueprints, materials, set dressing)
- + Godot (GDScript, C#, 2D/3D scripting and shaders)

• Digital Content Creation

- + Photoshop, HTML/CSS, Blender, L^AT_EX

• Server Administration

- + Server software configuration (MySQL, Tomcat, web servers, game servers)
- + Proficiency in UNIX, SSH, S/FTP

PERSONAL AND VOLUNTEER EXPERIENCE

• Gamedev@IU - Officer

May 2018 - Present, gdiu.org

- + Constructed and organized material, assisted running student-led club

• Personal Game Development and Programming

2012 - Present

- + Experimented and developed with a variety small independent projects

• Volunteer Fencing Instructor

Bloomington Fencing Club, 2014 - 2016

• Volunteer Sailing Instructor

Lake Monroe Sailing Association Camp, 2014