Peter Francis
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Phone : +1-812-325-6654
Bloomington, IN, United States

PROFESSIONAL EXPERIENCE

- **Lead Game Programmer / Designer** — *oddestsea.com*
  OddestSea — *June 2018 - Present*
  + Created game code, visuals, design, documentation (C#, GLSL/HLSL, Unity)
  + Researched, experimented, and developed solutions to technically challenging problems
  + Authored original design and managed team formation

- **Undergraduate Instructor - Introduction to Artificial Intelligence** — Bloomington, IN
  Indiana University, CSCI B351 — *August 2018 - May 2019*
  + Created and organized course structure, assignments, and documentation
  + Taught and assisted students in coursework and projects

- **Game Development Camp Instructor / Counselor** — Bloomington, IN
  Indiana University, Media School Game Camp — *Summer 2017, 2018, 2019*
  + Managed and organized students in week long camps
  + Instructed and assisted students studying game development (Unity, Unreal Engine 4, Construct, Godot)

- **UI Development Consultant** — Bloomington, IN
  Indiana University, SICE Research / Development Project — *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** — Bloomington, IN
  Indiana University, GPA: 3.8 — *expected graduation: 202*
  + 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, Lua
  + AI implementation, game engine scripting
  + Shaders, Unity ShaderLab, GLSL/HLSL

- **Digital Content Creation**
  + Photoshop, HTML/CSS, Blender, LaTeX

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

- **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 - May 2019, gdiu.org
  + Assisted running student-led game development club

- **Personal Game Development & Programming**
  2012 - Present
  + Experimented with a variety of small independent projects

- **Volunteer Fencing Instructor**
  Bloomington Fencing Club, 2014 - 2016

- **Volunteer Sailing Instructor**
  Lake Monroe Sailing Association Camp, 2014

HONORS AND AWARDS

- **Eagle Scout and Order of the Arrow**
  BSA Troop 100, 2008 - 2015

- **Black Belt in Taekwondo**
  2011

- **IU College of Arts and Sciences Dean's List**
  2016 - Present

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  2016 - Present