Peter Kalmar

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Project Experience

Colorful Life   (Spring 2014)

- A 4-player top-down puzzle game where each player has a different ability to help the other players reach the goal
- Designed every art asset in the game
- A Global Game Jam game that was submitted to Steam Greenlight and is awaiting approval

MIPS Assembly project   (Fall 2014)

- Designed and implemented a 3D Model Viewer in Assembly
- Implemented rotation and scaling of 3D objects

Gravity Game   (Summer 2013 – Spring 2015)

- A gravitational puzzle game designed for teaching the concept of gravity on a planetary scale to its players
- A personal project that I have used to develop my skills of JavaScript, Graphic Design and Sound Design

Education

Penn State Erie, The Behrend College
August 2012 - Present   Expected Graduation: Spring 2016
Bachelor of Science in Computer Science
Minor in Game Development

Technical Skills

- Experience with C++, JavaScript, HTML, CSS, Java, MIPS Assembly, PHP, SQL languages
- Proficient with Adobe Photoshop and Flash, Blender, Autodesk Maya and Mudbox
- Experience with FLStudio and MilkyTracker
- Proficient with Visual Studio, Eclipse, Microsoft Office
- Proficient with Unity, Construct 2, GameMaker

Leadership Experience

President of Game Developers Club   (Fall 2014 – Spring 2015)

- Led groups in weekly workshops for designing and developing games
- Organized 2 club charity events and 3 Global Game Jam marathons
- Led groups in design analysis of early and current games

Work Experience

Computer Science, Math and Physics Tutor   (Sept 2013 - present)
Lab Assistant at Media and Process Technology Inc.   (May 2014 - August 2014)

Activities/Community Service

Game Developers Club   (Oct 2012 - present)
Construction Projects with Hosanna Industries in Rochester, PA   (July 2012 and July 2013)
Sorting clothing at World Vision in Sewickley, PA   (2009 - 2014)