

PETER OUZTS

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SKILLS

PROGRAMMING LANGUAGES: C, C++, C#, Java, Python

GAME ENGINES: Unity, OpenGL

CONTROL FLOW: Git, GitHub, Plastic

OTHER SKILLS: Blender, Maya, GIMP, FireAlpaca, Trello

INDUSTRY EXPERIENCE

March 2023 – Present

GAME DESIGNER | DAYCARE DESCENT | SALT LAKE CITY, UT

Neumont Game Studio

- Drafted an online multiplayer first-person shooter game with a team of five to publish a game on Steam within 10 weeks.
- Conceptualize character and enemy designs for a team first-person shooter.
- Networked player projectiles show physics-based projectiles on the host and client by utilizing Steamworks—Valve’s multiplayer SDK.
- Technologies: Unity, C#, GitHub, Trello, FireAlpaca

January 2023 – March 2023

SOFTWARE AND GAME DEVELOPER | UTAH ARTS ALIGNANCE | SANDY, UT

Neumont Collaborative Project

- Created a game where players can fix a spaceship by destroying asteroids with a team of five.
- Technologies: Unity, Visual Studio, C#, GitHub, Trello, Python, Raspberry Pi

PROJECTS

October 2022 – December 2022

LEAD DESIGNER AND DEVELOPER | SUPER VERTEX

Neumont Capstone Project

- Produced an on-rails shooter game that focuses on accessibility within 10 weeks by implementing UX elements for visual, motor, and cognitive disabilities.
- Technologies: Unity, Visual Studio, C#, Blender, Audacity, GIMP, GitHub

April 2022 – May 2022

LEAD DESIGNER AND DEVELOPER | VECTOR THE FOX

Game Physics Project

- Designed a 2D platformer game about a fox to demonstrate 2D physics systems in Unity.
- Technologies: Unity, Visual Studio, C#, GitHub

EDUCATION

BACHELOR OF SCIENCE IN SOFTWARE AND GAME DEVELOPMENT, AUGUST 2023

NEUMONT COLLEGE OF COMPUTER SCIENCE, SALT LAKE CITY, UT