

PETER OUZTS

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SKILLS

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

GAME ENGINES: GameMaker, Godot, Unity, Unreal

GRAPHICS LIBRARY: OpenGL

CONTROL FLOW: Git, GitHub, Plastic

OTHER TECHNOLOGIES: Visual Studio, Visual Studio Code

INDUSTRY EXPERIENCE

October 2021 – Present

OVERWORLD PROGRAMMER | EARTHBOUND 64 EXPERIENCE | TEAM POLLYSOFT
Fan Game

- Volunteered as a programmer for with a team to create a fan recreation of a canceled Nintendo 64 role-playing game.
- Debugged the dialogue system to fix text overflow when interacting with non-playable characters (NPCs) limiting the amount of character per line.
- Improved camera controls for file movement by implementing a camera system similar to 90's 3D adventure games.
- Created functionality for NPCs to look at the player by writing custom code to interact with the skeleton rigs of the models.
- Technologies: Godot, GitHub, Trello

March 2023 – June 2023

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.
- Networked player projectiles show physics-based projectiles on the host and client by utilizing Steamworks—Valve's multiplayer SDK.
- Technologies: Unity, C#, GitHub

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

EDUCATION

BACHELOR OF SCIENCE IN SOFTWARE AND GAME DEVELOPMENT, AUGUST 2023
NEUMONT COLLEGE OF COMPUTER SCIENCE, SALT LAKE CITY, UT