

## **Peter Newman**

Champlain College

Bachelors, Game Design - BS

Graduated May 2025

Pronouns: He/him

## **Profile**

- Passionate Game Designer looking for work experience.
- Generalist, Technical, Level, Aesthetic, and Systems design.
- Microsoft Office/G Suite (Excel, Word, Outlook, Sheets, Docs)
- Works well with others and is confident in communication skills.
- Typing Speed: 60 WPM

## **Education**

High School Diploma, Frontier Regional High School, South Deerfield August 2017 - June 2021

Bachelors, Division of Communication and Creative Media, Champlain College, Burlington August 2021 - May 2025 Major in Game Design - BS

## **Work Experience**

### **iDTech Camps, SNHU Campus, May 2022 - Jul 2022**

Worked as a Camp Counselor for iD Tech Camps, teaching primarily VR game development skills to children between 13-18 in Unity3D.

### **Collegetown Bagels, Ithaca, Aug 2025 - Present**

Worked in the kitchen as well as customer service working with Toast's POS.

## **Projects (See more in portfolio: <https://peter-newman.net>)**

### **LOWREZ Game Jam 2020**

LOWREZJAM requires the game to render to 64x64 pixels, rather than work in a group I decided to work on it solo which really put me out of my comfort zone.

### **GameDev.tv 2023 Game Jam**

A top-down PS1 style cave exploration game where valuable crystals and food can be found. Only thing stopping their collection is the infestation of photophobic dwellers.

### **Rat Idle Mobile Game**

A fully developed, unreleased mobile game built for iOS and Android devices. (Unity2D)

### **Capstone Project: PVP**

Onboarded second semester to work on multiplayer game mode, VFX, game feel, and boss intro cutscenes.

## **Volunteering**

**After-School Club Manager, Conway Grammar School, Conway March 2021 - March 2021**

Worked with the after-school program at my local Elementary School teaching basic programming and computer skills through the MIT-created tool Scratch. Cut short due to school closing for the Pandemic.