

GAME DESIGNER

PETER THOMPSON

CONTACT

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- ESP (FSX)
- Zero (Pandemic)
- Multimedia Fusion 2
- Torque 2D/3D
- Unity
- Unreal

ENGINES

PRODUCTION

- MS Office/Project
- Smartsheet
- Subversion
- Hansoft
- Visio

- Softimage XSI
- Paint.NET
- GIMP
- Gmax/3DSMax
- CrazyBump

ART

SKILLS

SCRIPTING

- Lua
- XML

EXPERIENCE

PRODUCER/DESIGNER

For TEQGames
2011-Present

Manages game development and serves as lead designer for ACE (classroom flight learning series) and AIR (in-residence experience).

- Managed large teams (>20)
- Supervised installation and integration of software
- Coordinated with multi-disciplinary teams
- Designed and built large-scale multiplayer content
- Managed development of 2D and 3D prototypes

DEVELOPER/DESIGNER

For Space Jockey
2013-Present

Acts as developer and designer for solo/low-overhead studio.

- Designed and developed *Pyroclastic Flow* (indie/Flash title)

PRODUCER

For GarageGames
2010-2011

Managed documentation and usability testing for cross-sectional analysis of popular game engines.

PRODUCER/DESIGNER

For Personal Projects
2006-Present

Produces and designs mods of various size for the game *Star Wars Battlefront II*.

- Produced, designed, and contributed art to Dark Times and Rising Son mods
- Produced and designed content for the Conversion Pack mod.
- Designed more than 10 standalone maps/mods
- Scripted new game modes and features

EDUCATION

Master of Science
Game Design
Full Sail University 2011

Bachelor of Science
Psychology
University of Florida 2008