Peter F. Guenther

Technical Designer | Gameplay Programmer

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Experienced developer-educator ready to tackle technical problems through strong coding, design, and collaborative skills

WORK EXPERIENCE

Watershed Systems, Inc.
Data/Implementation Engineer
2021-Present

Grand Circus
Director of Learning
2019-2021
Coding Bootcamp Instructor
2016-2018

TorranceLearning
Senior Software Developer
2018-2019

Educational Roles
Adjunct Game Instructor, 2020-present
Dean of Instructional Technology
High School Technology Instructor

SKILLS

Unity
C# / HTML / JavaScript / CSS
SQL & NoSQL Databases
Git, Jira, Trello, Visual Studio

EDUCATION

Michigan State University
M.A., Game Studies & Design

Wayne State University
M.Ed., Instructional Technology

AWARDS

Unicycle Samurai (team project)
alt.ctrl.GDC Showcase 2023 Finalist

Underwater Robot Constructor
(solo project)
Meaningful Play 2022 Selection

TECHNICAL PROFICIENCY

- **6 years' professional C# experience in software development; intermediate XP with Unity**
  - Owned significant technical products, balancing and prioritizing multiple needs
  - Built learning platforms in C#, integrating multiple technologies including SQL databases and third-party APIs
  - Debugged and fixed features, systems
- **Built game systems in Unity** driven by Google Sheets for streamlined updating and tuning
  - Level text, types of enemies, enemy spawn rate, and special abilities are all tunable for WebGL game with no rebuilding
- **Architected and taught VR and AR development** curriculum for software professionals in Unity
- Collaborated through source control including Git and BitBucket

PROTOTYPING & DESIGN

- **Designed and prototyped space shooter game,** *Factorians*, building fluency in math factoring.
  - Playtested game at local events, gathering feedback and iterating further
- **Coded all prototype gameplay for two-player arena battle game**, including unicycle driving with unique feel, power-ups, and enemy AI
  - Built multiple quick prototypes to test different movement systems and balance mechanics
- **Prototyped and refined custom unicycle controllers**
  - Iterated through 6 major versions, testing at local events with more than 140 users over 6 months
  - Designed and wired electronics and wrote Unity and Arduino code for game control
- **Designed and prototyped builder and simulator**, *Underwater Robot Constructor,* working with subject matter experts
- **Implemented analytics and refined gameplay based on data**

LEADERSHIP AND COLLABORATION

- **Managed professional team of 24+** to deliver technical instruction on fast-paced schedule with multiple deliverables, overlapping timelines
- Managed student team of 10+ to **turn prototype into full, released game through 16-week production cycle**
  - Kept project on schedule with burndown chart, prioritized task lists, and regular meeting cadence
- Promoted growth in junior team members' coding and soft skills through group meetings, observation and coaching, and one-on-ones
- Met with multiple stakeholders to reach consensus on priorities