**PETER DOUDKINE**

**Level Design/Technical Design** Delta, BC

[ca.linkedin.com/in/peterdoudkine](http://ca.linkedin.com/in/peterdoudkine)

778.999.6840

[pdoudkine@gmail.com](mailto:pdoudkine@gmail.com)



**OBJECTIVE**

To work in a position that not only allows me to use my skillset for designing levels but also to create and prototype mechanics for said levels. A position that offers challenges and allows me to expand and refine my current skillset as part of a great team.

# SKILLS

## C++, C#, Python, Matlab, Unreal Blueprints, GNUPlot

* **Sketchup**
* **Unity v 5.0**
* **Unreal Engine 4.8**
* **Adobe Photoshop**
* **Adobe Audition**
* **Adobe Premiere**
* **Microsoft Office**

**EXPERIENCE**

## Teacher Assistant

*University of British Columbia (Okanagan): Sept 2012 – April 2013*

* Oversaw a first year Physics lab class
* Taught course material through lectures
* Assisting and teaching students during lab and off hours

## Private tutoring in Physics and Mathematics

*University of British Columbia (Vancouver): Sept 2013 – April 2014*

### Unity Developer

*Project EasyAnatomy – LlamaZOO: April 2016 – July 2016 (Opened Sales)*

* + Implemented and designed core feature sets using Unity
  + Code refactoring of older features and systems
  + Designed and implemented functionality for multiple platforms
  + Implementation and design of gamification systems

### Level Designer and Technical Designer

*Project “Roboseum” – Vancouver Film School: April 2015 – April 2016*

* + Designed and implemented main gameplay level as well as the tutorial
  + Designed, refined and implemented various in game mechanics for both mobile and PC

### Programmer and Technical Designer

*Project “Deep” – Vancouver Film School: April 2015 – April 2016*

* + Designed and implemented all game mechanics except for visual lights
  + Appropriated a plugin for dynamic 2D lighting
  + Created custom shader for health status visual effect
  + Designed and implemented UI
  + Designed and implemented wandering AI system

### Software Developer

*BC Cancer Research Centre****:*** *April 2014 – Sept 2014*

* Finished and implemented software outlined in a previous student’s thesis as part of the Integrated Oncology Team
* Presented and explained the student’s research and software results at department meetings

## Software Testing

*BC Cancer Research Centre: April 2013 – Sept 2013*

* Tested software on as part of the Integrated Oncology team
* Worked with lead programmer to test edge detection algorithms
* Assisted in cell identification of biopsy slides

# VOLUNTEER WORK

***2013 University of British Columbia,*** *Vancouver, BC*

* Organized and taught a Physics demonstration at local high schools as part of a UBC promotion

***2006 Perceptronix Medical Inc.****, Vancouver, BC*

* Worked as lab assistant, monitored and analysed slides, and recorded data.

# EDUCATION

***Apr 2015***  ***– Apr 2016 Vancouver Film School****, Vancouver, BC*

* Game Design

***Sept 2012***  ***– Apr 2015 University of British Columbia****, Vancouver/Okanagan, BC*

* Bachelor of Science Degree in Physics

### Sept 2008 – Sept 2011 Kwantlen Polytechnic University, Surrey, BC

* Associate of Science Degree in Physics

# HOBBIES

My spare time is spent snowboarding, doodling, creating culinary abominations, mixing (fiery) drinks, analysing video games, playing video games, and getting turned into Deviljho poop in Monster Hunter.