Peter Muir | Game Designer

petergmuir.com | petergmuir@yahoo.com | 401.252.1551 | linkedin.com/in/petergmuir

Technical Skills

Unity | UE 4 | Perforce | C# | GameMaker Studio 2 | Blueprints | Blender | Inkscape | C++ | Visual Scripting | MS Office

Profile

Game Designer with proven ability to collaborate in small cross-discipline teams to create, test, and launch projects. Strong scripting skills that are used to prototype, implement, and iterate in nearly every project. Passion for creating interesting and fun modular designs that take inspiration from other games and mechanics. Fan of the color green, bullet points, and not needing to write resumes anymore.

Highlighted Qualifications

- Experience creating properly formatted design documents with input from people from other disciplines
- Experience turning systems and mechanics in a design document into functional prototypes
- Actively seeks out input, criticism, and help from other members of the team
- Experience with sprint-based development cycles with daily stand-up progress/problems/plans meetings
- Adept at working from a high concept all the way to a finished product
- Problem solving and debugging design and scripting issues

Project Experience

Space Exploration Prototype | Designer | Solo Project | Ongoing | GameMaker Studio 2
- Creating a non-combat resource management prototype as a platform to learn a new engine and language
- Working from and updating a GDD as mechanics are implemented and design issues arise
- Iterating on oxygen generation to account for living characters and the health of plants on the ship
- Developing Workstations that act as unique interaction points for specific resources and events
- Tracking progress in a blog format to document milestone progress

World Eater | Designer & Project Manager | 5-person team (student) | 5 months | Unity
- Game development from concept to release
- Developed and balanced scripted combat encounters that also encouraged exploration
- Designed and implemented simple boss battle AI with special attacks
- Tuned gameplay mechanics and economy of NPCs
- Encouraged open and honest communication during group discussions and mentor meetings
- Ensured everyone had a voice in the development process
- Maintained daily standup scrum meetings throughout the entire project

Shore's Edge | Designer | Solo Project | 6-7 weeks | Unreal Engine 4
- Aimed at learning to work with Landscapes
- Created a simple heightmap and sculpted the terrain
- Used Blueprints to create simple puzzles and interactions in the level
- Created context clues for puzzles to give the player enough info to know where to look for a possible solution

Education

Graduate Certificate in Game Level Design | Sheridan College | Graduated with Honors | Ontario, Canada
Bachelor of Science (BS) in Game Design | Full Sail University | Graduated | Florida, United States