Peter Buechi

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Education

Rochester Institute of Technology, College of Computing and Information Sciences Rochester, NY

Bachelor of Science, Game Design & Development Sep 2022 ▸ Expected May 2026

Awarded Dean's List Seven Times GPA: 3.790

Related Courses: Game Development and Algorithmic Problem Solving I & II (C#), Data Struc & Alg Games & Sim I & II (C++), Intro to Game Web Tech (HTML, CSS, JS), Rich Media Web App Dev I (TS, React)

Objective

Seeking a game design or front-end development internship or part-time work using strong programming skills in C#, HTML, CSS, and JS, as well as average level knowledge of C++, Typescript, and React. Available from May 2026 to August 2026.

Skills

</> Programming Language: C# | C++ | HTML | CSS | JS | TS

Programming Tools: Visual Studio | Visual Studio Code | GitHub

Development Tools: Unity | Unreal | Godot | Maya | Blender

Beginner Average Pro Master Contributor

Work Experience

RIT: Peaceland Entrepreneurial Co-op May 2024 ▸ August 2024

Game Developer/Animator Rochester, NY

- Worked with 18 other team members for 11 weeks to create a game prototype that would promote positive and helpful behaviors in a fictional country recovering from a war that happened 3 decades ago
- Assisted in the greyboxing of the level in Unity, creation of 3D models/assets, implementing of dialogue system and animations, and other small code tasks

RIT: Space Boss Co-op January 2026 ▸ April 2026

Game Designer/Game Developer Rochester, NY

- Space Boss is a wargame that models military supply chains to help them be more understandable
- Assisted in studying symbology of wargames and US military symbols, playtesting multiple iterations of the game with 6 other team members, and drafting mechanics and ideas for testing and implementation

Game Development Project Experience

Quoth the Raven (Academic Project) September 2024 ▸ December 2024

- Collaborated with 4 other team members to make a 2D, top down, roguelite in Godot that draws inspiration from Edgar Allen Poe's 'The Raven'
- While also learning Godot, implemented player movement/interaction, inventory, environmental hazards, powerups, weapon swapping, and cleaned up code

Mill 8: Dynamics Testing Laboratory (Academic Project) January 2026 ▸ Current

- Collaborated with 3 other team members to make a mod for Half-Life 2 that connected to the main game and featured a custom npc and a tool rewarded to the player to use in the main game
- Studied how Valve's file structure and code were set up, how weapons were created, made a Grapple Hook tool as the mods rewarded tool, and added the Half-Life 2 beta weapon "Immolator" into the mod