

Contact

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Education

Fitchburg State University

(2021 - 2023) | GPA: 4.0

Bachelor of Science in Game Design

Bristol Community College

(2019 - 2021) | GPA: 4.0

Associate of Science in Game Development - Creation Concentration

Greater New Bedford Regional Vocational Technical High School

(2014 - 2018) | GPA: 3.76 (4.03 Weighted)

Programming and Web Development

Software Proficiencies	Programming Languages
Unity	C++
Unreal Engine 4	C#
Git	Java
Trello	HTML
Adobe Photoshop	CSS

Peter Gomes

GAMEPLAY PROGRAMMER

<https://www.pgomesprojects.com>

Work Experience

GameStop October 2023 - Present

Senior Guest Advisor

Fitchburg State University September 2022 - May 2023

Admissions Tour Guide

T.J. Maxx July 2017 - June 2021

Part Time Retail Store Associate

Game Projects

UI Programmer, Network Programmer

Worm Punk February 2023 - May 2023

Created a lobby spawning and readying up system, a wrist menu displaying tutorial & game info, and an achievement storage & notification system.

Engineered a real-time online leaderboard, flexible matchmaking, customizable room settings, and integrated voice chat.

Designed an interface including physical levers, dials, and buttons; player HUD for speed, elevation, and kills; personalized nickname/color setup; and networked Jumbotron displaying round time, kills and ranking.

Programmer, Systems Designer

Tower Tanks September 2022 - Present

Developed a dynamic gameplay system that includes scrap-based building and repairs, interactive tank elements, distinctive player controls like joystick spinning, and local multiplayer support.

Engineered enemy behaviors, designing versatile weapon layers like cannons and drills, trigonometric predictions for enemy cannon shell trajectories, and integrating escalating difficulty modifiers.

Designed a complete user experience with adaptable UI cues based on device input detection, a full tutorial system, controller haptics, seamless enemy-highlighting camera events, and Wwise audio integration.