

## Peter Parker

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I'm Peter Parker, a soon-to-be graduate at George Mason University majoring in Computer Game Design and pursuing a career in game development and/or esports.

As a game developer, my skills are strongest within the areas of production, gameplay design, and pixel art, with additional experience in music composition and narrative writing. I have participated as Product Owner for the GMU-student-created *George Mason: A Declaration of Rites*, and currently as a producer for indie *Eras Rising*. I have been creating pixel art for almost a decade, specifically honing my work towards use as assets in various game projects.

I am greatly involved in the George Mason University and Northern Virginia esports community as a leader and organizer. I have been a member of the GAMEmason convention planning committee since 2019, served as President of GMU Esports under the org's transition from a student club into an official program, and organized and ran dozens of events across games such as *Overwatch*, *Super Smash Bros.*, and *Rivals of Aether*.

A goal of mine is to better understand the interaction between competitive gaming communities with the games they play, and how that could affect development of ongoing competitive titles. With ample background in various areas relating to game development, in addition to possessing professional leadership skills gained through fostering local esports, I am well equipped to pursue this goal and carve a spot in the video game industry.

## **Game Development Experience**

For more examples and information on my work in game development, please visit [peterparker1.com](http://peterparker1.com).

### **Eras Rising ([link](#))**

Game developed by Stellar Stoats

Date: Ongoing

Software: Unity, Aseprite, Trello

Roles: Production, Game & Level Design, Pixel Art & Animation, Programming

### **George Mason: A Declaration of Rites ([link](#))**

University Game (Class Assignment)

Date: Fall 2021

Software: Unity, JIRA, FL Studio

Roles: Product Owner, Music, Additional SFX; VFX; and Programming

### **Original Story Design ([link](#))**

University Writing Project (Individual Assignment)

Date: Spring 2020

### **Relic Tactics ([link](#))**

Game (Personal Project)

Date: Summer 2018

Software: Construct 3, Photoshop

Roles: Design, Programming, Pixel Art

### **Engine and Software Familiarity**

- Unity, Unreal 4, Construct 3
- C#, HTML, CSS, and Python
- FL Studio, Aseprite
- Git/GitHub, JIRA, and Microsoft Teams
- 3DS Max

## **Esports Work Experience**

### **Overwatch Media Manager**

GMU Esports

September 2018 — January 2020

Responsibilities:

- Created and coordinated content for GMU Esports' Overwatch team
- Curated and managed the team's online presence through social media
- Networked with outside organizations on behalf of the team

### **Member of GAMEmason planning committee**

GMU Student Involvement

January 2019 — present

Responsibilities

- Represented interests of GMU Esports within the committee
- Assisted in outlining event goals, itinerary, and speakers
- Organized and hosted featured esports tournaments
- Coordinated with other members to properly incorporate esports into the event

### **GMU Esports President**

GMU Esports

January 2020 — May 2021

Responsibilities:

- Lead GMU Esports' transition from a club into a school-supported program
- Oversaw GMU Esports Leadership Team meetings
- Strategized short- and long-term plans and goals for the program
- Steered and assessed attainment of program benchmarks with Leadership Team

### **GMU Esports Tournament Organizer**

GMU Esports

August 2021 — March 2022

Responsibilities:

- Coordinated with other members of the TO Team to plan and prepare Super Smash Bros. events
- Assisted in setting up, running, and troubleshooting tournament stream
- Seeded entrants, called matches, and settled disputes in bracket where necessary

## **Education**

Falls Church High School, Falls Church, VA  
Sep 2013 — June 2017

George Mason University, Fairfax, VA  
Bachelors, Computer Game Design  
Aug 2017 — present

## **Other Honors & Activities**

- Boy Scout of Troop 349
  - Eagle Scout Rank, 2017
- Member of Falls Church High School's Model United Nations Club
  - Outstanding Delegation Award at iMUN XL
  - Honorable Mention at McMUNC II
  - Honorable Mention at iMUN XLI
- WISE Financial Literacy Certification, 2016
- AP Scholar Award, 2017
- Dean's List, Fall 2018, Fall 2020, Fall 2021

## **Other Skills**

- Experienced with software in the Adobe Creative Suite, mainly Adobe Photoshop, Illustrator, and Premiere Rush
- Familiar with other software such as 3ds Max, Adobe After Effects, Adobe XD, and Audacity
- Experienced with moderating Discord servers