

Peter Carey

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G A M E D E V E L O P E R

Skills

Languages

- C#
- C++
- Python

2023

Proficiencies

- Unity 3D Game Engine
- Version Control (git)
- CI/CD (Buildkite / Github Actions)
- IoT Development (ESP32 / Arduino)
- REST API
- NN/CNN Machine Learning
- Adobe Suite
- 3D Modelling (3DS MAX)
- AWS / Azure

2022

Education

2017 - 2023 **Master - Creative Industries**
SAE Institute Australia

2014 - 2016 **Bachelor - Game Design**
Qantm SAE Institute Perth

Project Links

- [St John - First Aid Skills](#)
- [Zarmada/Axon - VR Training](#)
- [ASM - FIFA: AI League](#)

2021

Other Links

- [Portfolio](#)
- [LinkedIn](#)

Work Experience

Game Developer

Altered State Machine

- Assist in the design and implementation of core game structure and mechanics
- Implement AI/ML model decisions into game mechanics
- Integrate Unity build pipeline with company CI/CD architecture

Head of Development

Cortiical Ltd

- Led a team of artists and developers
- Provided time, cost and scope estimates for clients
- Developed a core framework for reuse within projects
- Both rapid prototyping and long-term projects

Senior Game Developer

Zarmada Inc

- Developed a multiplayer VR / Android training simulator
- Low level Bluetooth ADV with custom networking protocols

Lead Game Developer

St John WA

- Cross-platform gamified training
- iOS, Android, WebGL, Meta Quest 1 & 2, Vive Pro and Pico Neo 3
- C++ IoT sensor development