

Peter Samuel Erbeni

ADDRESS

5 Kiara court, Mudgeeraba, 4213

CONTACT DETAILS

Mobile: 0423 378 473

Email: petersv.erebni@gmail.com

Portfolio: <https://sites.google.com/view/peter-erbeni>

DATE OF BIRTH

21 December 2003

OBJECTIVE

I am a second-year university student seeking a part-time/casual role. At the moment I am attending QUT studying a double degree in a Bachelor of Business, majoring in Management and a Bachelor of Games and Interactive Design, majoring in Software Technology. Some qualities of mine include that I am incredibly reliable, able to work in a team environment and always willing to learn. I have great communication and organizational skills when working in high intensity areas while keeping a positive attitude.

With a passion for game development and a commitment to learn and improve their skills, I am eager to transition into a new environment which will benefit my degree but will also allow me to grow my skills to become an exceptional programmer. I am seeking an opportunity to change career, transitioning from a repetitive fast-food position to a new and exciting programming position where it'll align with my studies and provide an opportunity to develop exceptional programming skills beyond the scope of university

PERSONAL QUALITIES

- Strong problem-solving skills
- Strong Collaboration and teamwork, having the ability to work with different disciplines and ensuring that I'm a team player through aligning my goals with the rest of team's
- Positive and enthusiastic attitude, with willingness to go the extra mile.
- Excellent communication skills, both written and verbal, with the ability to communicate with colleagues clearly and effectively.
- Strong conflict resolution and de-escalation skills, enabling the ability to defuse tense situations and find mutually beneficial solutions.
- Proficient in social media channels, including Twitter, Facebook, Instagram, and YouTube
- Able to manage and organise team meetings.

TECHNICAL SKILL

- Programming languages: I have extensive experience in C# and have built a strong foundation for Python.
- Web Development: I'm experienced in HTML and CSS for web development. Additionally, I have foundational knowledge for JavaScript.
- Game Development Engines: I have gained significant experience using the Unity Engine for game development.
- Database: I have experience working with SQL for database management.

PROJECT HIGHLIGHTS

- Project 1: Operation Search and Destroy (OSD)
OSD is an objective focused, top-down SHMUP with the focus on achieving two player experience goals simultaneously during gameplay. The player experience goals consisted of submission (providing a challenge to the player) and aggressiveness (making the player feel powerful) which presented a challenge of achieving both simultaneously. This was a solo project meaning that I covered all disciplines throughout including game design, art, and programming.

Key Achievements:

- o I was able to successfully achieve both player experience goals during OSD gameplay through giving the player a challenge with the use of split thinking controls for the game and its linear difficulty curve. To achieve aggressiveness, powerups were added to give the player a sense of power.
 - o Another achievement is that for the player I was able to program a physics-based movement for a smooth experience as well as a kinematic based fighting to support the AI system in place.
 - o Advanced in AI development giving the AI certain behaviours to act out depending on the situation they are in like patrol movement around if player is out of their sight range.
- Project 2: Lights Journey
Light's Journey is a first-person shooter that takes place in a seemingly lifeless land-scape - covered in fog. Players take on the role of a holy individual that has become lost within the immense fog of this dark unknown land. The player finds themselves capable of wielding light through a powerful beam that ultimately counteracts and destroys the fog - clearing a path. The ultimate goal of Light's Journey is to discover the keys and move to the next level. The player achieves this through using the light gun to remove fog and clearing a path to each key - until all keys have been collected. Once the player makes it through 3 levels, they complete and win the game. This was a group project consisting of 3 people across each disciplinary with Me being the Programmer, and one was the Artist and the other Game Designer. Throughout the whole project I programmed everything including:
 - o AI behaviour like when the player was in the sight the enemies would chase and if in attack range the enemy would stop aim and fire their weapon at the player.
 - o Physics based player movement with slopes accounted for.
 - o Player weapon system
 - o Item drop system that when an enemy died, they would have a chance to drop an item.
 - o A dynamic sound system that updates with every enemy or other items that are within the scene at the time of gameplay.
 - o A regenerative fog system where when the player destroys the fog with their gun after a few seconds it will regenerate back making the player expend their resources to get back where they were.

- An interactive key system where the player picks up the key and has to place it in. but if the player doesn't have a key, then there's an option at the end game portal area where if the player presses a key on an alter it will point in a general direction for the player to follow.

Furthermore, during the project, I took up the role of leadership which included organizing meetings, helping teammates where possible, as well as delegating tasks and ensuring that each team member understood their task through discussion.

With that there were some challenges that happened during this project like:

- The sound system only working in editor and not build. After researching and requesting for help it was found that the system needed to be reworked to a simpler version that would allow it to also work within the build.
- Needing to create a new repo for the project as when fixing some merge conflixtions with the team, the whole project was messed up, so we needed to use a recent backup and start from there, thankfully not much was loss. However, this happened a second time where there was a lot of merge conflixtions and when trying to solve them, they broke project through causing deletion of some scenes and wouldn't properly open. With the help of a tutor we were able to get the project back online but unfortunately we were set back by a few hours as the tutorial and level 1 wasn't properly built.
- Had an issue with the collision of player projectiles and enemy projectiles when creating the ranged enemy. It was later found that it had something to do with both actions for checking collision within the same script which was then separated into its own script for the enemy projectiles.

Overall, this project provided some valuable insight like consistently building the game to ensure it runs in both editor and build as it was found in multiple instances where certain mechanics would only work within editor and not build taking up valuable time to be able to polish. Furthermore, doing this project has allowed me to expand my programming proficiency in C#. Also, further management experience was gained with different situations that I never ran into before, like the need to perform a proper discussion with a team member who wasn't pulling their weight in the project. Through enquiring why this was the case and requesting improvement of their work output produced a good end result with the team member more willing to output the required work that was on par with the amount of work that me and the Artist did.

RELEVANT COURSES

Course: C# Unity Game Developer 2D – Udemy: This course was achieved over school holidays before starting university. This course covered the basics of C# programming like loops, ray casting, basic AI, basic UI etc. Furthermore, it covered how to properly navigate and use the Unity Engine which reinforced already known knowledge about C# and provided a sound foundation to when I would start university studying my game development degree.

PERSONAL PROJECTS

- Project: Space of Defending
Space of defending was a 2D scroller SHMUP that took inspiration from the original space defenders. This project was created under the guidance of the C# Unity Game Developer 2D within Udemy being a personal project. Space of Defending taught me the basics of game feel and how to achieve in the simplest way being screen shake, music, and proper sound effects. Furthermore, as well it taught me simple AI pathfinding, basic AI behaviour, unity's particle system, as well as basic screen transitioning.

- Project: Tilevani Platformer

Tilevani is a 2D platformer that was created under the guidance of the C# Unity Game Developer 2D within Udemy being another personal project. Tilevani taught me the basics of a 2D platformer and what makes it a 2D platformer which include learning sprite slicing, basic animation transition, persisting data across different levels with game sessions like score, basic player shooting and movement using the new input system unity has.

WORK EXPERIENCE

December 2021 – Current

Role as a Shift-runner

Dominos Mudgeeraba, QLD

Shift-runner: As a Shift-runner, I am responsible for the processes of running the store and managing various team members that are working throughout the day. I have gained excellent organisational and communication skills, plus a great attitude towards work. Being a Shift-runner I have gained the ability to communicate with various types of people throughout the working day.

Duties of a Shift-runner

- Supervised a team of up to 10 employees during shifts to ensure that customers received the best possible service.
- Managed the store during the day, including completing stock intakes, performing quality checks to ensure that food and beverage products met company standards, and ensuring hygiene and food safety.
- Coordinated and assigned tasks to team members to ensure that orders were fulfilled accurately and efficiently.
- Provided training and support to team members to ensure that they were able to perform their duties to the best of their abilities.
- Conducted cash management activities, including cash control, processing large payments, balancing tills, and performing deposits.
- Managed and resolved customer complaints and concerns, demonstrating strong problem-solving skills and conflict resolution abilities.
- Completed end-of-day paperwork and other administrative tasks to ensure the smooth running of the store.
- Supervised and maintained food safety practices in the store.
- Maintained safety and security procedures to ensure the safety of the store and its employees.
- Problem-solved throughout the day to maintain an efficient and enjoyable experience for customers.
- Completed hygiene and food safety practices to maintain a clean and healthy store environment.
- Demonstrated strong communication skills with both customers and team members.

April 2018 – December 2021

Role being Customer Service Representative

Dominos Robina, QLD

Customer Service Representative: As a customer service representative, I am required to handle a wide range of customer interactions including handling orders and addressing complaints. As a goal, I aspire to make all customers, if possible, satisfied in all areas of their experience whether its quality, efficiency, or friendliness. Through my work as a customer service representative, I have gained valuable experience in handling diverse customers in a clear and professional manner.

Duties Performed whilst being Customer Service Representative

- Provided excellent customer service by taking orders, addressing customer concerns, and handling cash transactions in a timely and professional manner.
- Ensured that orders were prepared accurately and delivered to customers in a timely manner.
- Managed a high volume of phone calls and inquiries from customers regarding products, services, and store locations.
- Maintained a clean and organized work environment, including workstations and customer areas.
- Assisted with inventory management and restocking supplies as needed.
- Trained new employees on customer service protocols and standard operating procedures.

CERTIFICATES, LICENSES AND ACHIEVEMENTS

Diploma of Business – All units competent as of July 2021
 Cert II in Food Safety – All units completed to a competent rating.
 Holder of a P2 Driver's License

EDUCATION

Queensland University of Technology

2022 - Present

I am a second-year university student studying a double degree in a Bachelor of Business, majoring in Management, and a Bachelor of Games and Interactive Design, majoring in Software Technology. Through this course, I have been able to further develop my programming skills and apply them to projects which had a very positive outcome. Despite that I still have learning to do and am willing to continually learn.

INTERESTS AND HOBBIES

Programming	Business Management	Game Development	Looking to learn
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REFEREES

Stacey Macumber

Former Dominos Robina Store Manager, NZ Operations Manager

021 922 356

Stacey.macumber@dominos.com.au

Jacob Saich

Former Dominos Robina Store Manager, Current Palm Beach Manager

0418 251 064

jaysaich1@gmail.com

Chris Miller

Current Pastor and Owner of Hinterland Baptist Church

0421 700 255

pastorchrismiller@hinterlandbaptist.com