

Robert Peters

JUNIOR GAME DESIGNER / PROGRAMMER

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Vienna, Austria

23.05.2001

TECHNICAL SKILLS

Proficient: C#, C++, Unity, Unreal Engine 5, Blueprint, Git, Perforce, Game Design, Technical Documentation, SFML, HTML, CSS, JavaScript, Python, Obsidian, Markdown, Trello, Scrum, Agile, Unity Editor Scripting, Custom Engine Development, Rapid Prototyping, Autodesk Maya, Wwise
Familiar: Jira, SQL, OpenGL, GLSL, HLSL, Docker

LANGUAGES

German: Native
English: B2

HOBBIES

Computer-, Board- and Card games, Dungeons and Dragons Game Master (D&D), Boulderling, Sailing

MY PORTFOLIO:

<https://robert.peters-it.at/>

EXPERIENCE

Kissaki Games GmbH – Programmer Internship (Remote)

Jul 2024 – Nov 2024

I worked on the online trading card game "[Mindbug Online](#)" at a German indie-games studio. I contributed to a mix of frontend and backend tasks like achievements, in-game rewards and emojis. I also helped at Gamescom 2024 as well as with the launch day and its aftermath.

Österreichische Kinderfreunde (Landesorganisation Wien) – Childcare Assistant

Nov 2021 – Jul 2022

Civilian service as a childcare assistant and kitchen helper at an elementary school after-school care program.

Novomatic Gaming Industries GmbH – Print/Marketing-Technician

Aug 2018 – Aug 2018

Summer internship as a print/marketing-technician.

MedMedia Verlag und Mediaservice Ges.m.b.H – Graphic Designer

Jul 2017 – Aug 2017

Summer internship as a graphic designer at a media agency.

EDUCATION

FH Salzburg – Multi Media Technology (renamed to Code and Interactive Systems)

Sep 2022 – Jan 2026

Bachelor of Science

HTL Spengergasse – Media and Game Design

Sep 2015 – Jun 2021

Matura (= High school diploma)

PROJECTS

Off Course – Game Design Lead, Level design, Programmer

Jun 2024 – Jun 2025

This project won the **Top 5 Student Projects award** from the Game Development World Championship (GDWC Summer 2025) as well as the **SUBOTRON Live Pitch 2025 Finalist award** (with me as the presenter). It was created in Unreal Engine 5 (Unreal Script/C++ & Blueprint) and used Fluid Flux as a base to build upon. I was the Game Design Lead of our 8-person team and led the vision of keeping the game very accessible (no death state) while also providing ample opportunity for skill expression for more experienced gamers. The game is a 3D narrative parkour game... as a boat. You navigate through a handcrafted linear experience and overcome obstacles by using a versatile grappling hook.

Heart Beat – Solo Project

Mar 2024

I won the 3-day Marmalade Game Jam 10 with this game. It is an experimental top-down music-based bullet hell game that generates its levels based on any custom sound file you provide. The game dynamically analyzes the bpm and the songs spectrum using the FFT (Fast Fourier Transform) to create a fun and fitting fast paced experience. It was created in Unity using C#.

Squishy Skirmish – Solo Project

May 2023

The game is a 2-10 player soft-body brawler made in a *self-made custom engine* based on C# and SFML. The fun custom soft-body physics as well as the simple control scheme lend this game to be a fun quick party game that is accessible even for new gamers.

Skeleton Rumble – Game Designer, Programmer, Writer

Sep 2020 – May 2021

This was a 4-person student project with mentorship from *Mi'pu'mi Games GmbH*. The game is a 2D fighting game against an enemy AI, which could be influenced during dialogue to dynamically change the playstyle of that AI.

Shapeshifter – Game Designer, Level Designer, Programmer, Animation

Oct 2019 – Jun 2020

This was my first large game as part of a 3-person team. The game is a 2D jump and run adventure with 5 different animals to turn into as well as multiple normal upgrades for the player. Despite having completely overscoped and pivoting from a Metroid Vania to a linear format the game turned out great with a surprising amount of content.

You can find even more projects on my
PORTFOLIO:

<https://robert.peters-it.at/>

Robert Peters – 30.03.2026