

CONTACT



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<http://liam-peixoto.com>

SKILLS

- Game Design and Scripting
- System Planning
- C# and Unity development
- Rapid Prototyping of mechanics/levels
- Playtesting

TOOLS

- Unity
- Unreal Engine
- C#
- C++
- Java
- Github
- Perforce
- Microsoft Word
- Microsoft PowerPoint
- Microsoft Excel

LIAM PEIXOTO

GAME DESIGNER AND SCRIPTER

PROFILE

Passionate Game Designer with a vast array of knowledge, including but not limited to game design best practices, standard scripting conventions, user experience, and industry standards. Substantial communication skills that are used to communicate ideas throughout game design teams and to further develop game concepts and systems. Considerable knowledge of game systems and how game and level design practices should best be used to ensure an excellent user experience.

EDUCATION

Bachelor of Game Design

Expected Grad: 2021

Sheridan College, Oakville, ON

2017 - Present

- Learned professional industry design practices, including documentation, debugging, and playtesting
- Developed game prototypes in Unity using C#
- Learned best scripting practices.

EXPERIENCE

Sheridan College Sprint Weeks

2017 – Present

- Participated in a multitude of game jams hosted by Sheridan College for Game Design students
- Made a variety of games, from board games to 2d Unity platformers

Custom Navmesh Generator – Custom Unity Generator Script

- Designed as a personal project for an early 2D game prototype
- Created a tool within Unity that generates a navmesh
- Collaborated with a partner to discuss AI navigation metrics and level metrics
- Ensured navmesh generated appropriate node links, such as fall and jump links
- Completed the generator in a day. Still a work in progress

Battleship Fight Simulator – Unity Project

- Created as a school project.
- Planned out the various AI agents and player interaction in detail
- Scripted each behavior and the transitions between each behaviours
- Grayboxed the level and added appropriate lighting
- Tested level playability with various playtesting groups