Peter F. Guenther
Gameplay Programmer | Technical Designer

pguenther.com
www.linkedin.com/in/pfguenther
peter (dot) guenther (at) gmail.com

Skills

Unity3D Development
C# Programming
2D & 3D games & simulations
Virtual Reality & Augmented Reality

Game, Simulation, System Design

Version Control - Git/GitHub

C# & Java Web Application Development

SQL & NOSQL Databases

Education

M.A., Media and Information (Game Studies and Design)
Michigan State University, 2023

Ph.D. coursework, Instructional Design & Technology
Old Dominion University, 2010-2012

Ph.D. coursework, Instructional Technology
Wayne State University, 1999-2002

M.Ed., Instructional Technology
Wayne State University, 1999

B.A., Anthropology
Catholic University of America, 1996

Experience

Implementation / Data Engineer
Watershed LRS, Nashville TN
2021-present

Director of Learning
Grand Circus, Detroit MI
2019-2021

Senior Software Developer
TorranceLearning, Chelsea MI
2018-2019

Coding Bootcamp Instructor
Grand Circus, Detroit MI
2016-2018

Technology Teacher / Dean of Instructional Technology
University of Detroit Jesuit High School and Academy, Detroit MI
2000-2016 (Dean 2010-2015)

Adjunct Instructor
Multiple institutions
2000-present

Highlighted Projects

Unicycle Samurai 2022　　　　　**Finalist, alt.ctrl.GDC 2023**

Unity3D / C#　　　　4-10 team members　　unicyclesamurai.com
Roles: Prototype Programmer | Alt Controls Engineer | Producer
▸ Designed, built, and programmed an alternative game controller; iterated and refined through multiple events with 140+ users
▸ Tested out unicycle combat through a series of quick prototypes
▸ Programmed fun and satisfying driving including dash, dodge, and spin, as well as gravity distinct from the physics engine
▸ Built custom analytics to track gameplay and guide design decisions

ROV Simulator 2023　　　**Official Selection, Meaningful Play 2022**
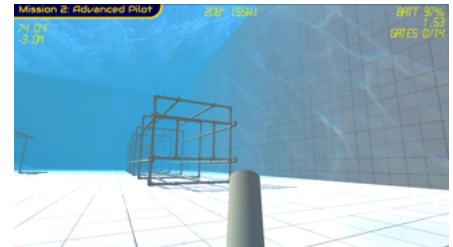

Unity3D / C#　　　　Solo Project　　peterguenther.itch.io/rov-game
Roles: Game Designer | Programmer | Producer
▸ Created a virtual, node-based underwater remote operated vehicle build lab allowing for highly customizable, accurate builds
▸ Built an underwater simulation including water shader and effects and mission manager with objectives

Technical Proficiency
▸ Created and taught a 10-week Unity3D bootcamp to train Augmented and Virtual Reality software developers
▸ Consulted with Fortune 100 businesses on learning analytics, providing implementation, best practices, and reporting
▸ Developed a software-as-a-service (SaaS) web application, xapi.ly
▸ Built a custom learning platform which won Best Alternative Solution award at LearningSolutions 2019 DemoFest

Collaboration & Leadership
▸ Served as Producer for a team of 10 to prototype and build a local two-player jousting game over the course of 9 months
▸ Managed software version control for team game projects through Unity Collaborate, Plastic SCM, and GitHub / GitLab / GitLFS
▸ Led a software bootcamp instructional team of 24 to successfully and permanently transition to remote instruction, building infrastructure and coaching on learning theory and methodology