

Chris Peterson

Full-stack developer, game designer, and entrepreneur with a wide range of experience developing and marketing digital products.

EXPERIENCE

Beast Games, LLC

Founder / Software Engineer, February 2011 – Present

Founded and ran Beast Games LLC as a full-time company from home. Performed or sourced contractors for a wide variety of assignments.

Responsibilities included: lead game designer, full-stack developer (AS3, AIR, Java, MySQL, HTML5, Haxe), business management and strategy, designing art assets, web design, QA, contract negotiation, and marketing.

Super Avalanche — Award Winning PC Game

PAX 10 2015 recipient and sequel to the enormously popular web game Avalanche.

Designed all gameplay, programming, artwork, and animations. Managed contractors and dealt with publishing staff and first-party sellers. Assisted in running online marketing campaigns. Designed and printed promotional materials as well as managed setup and staff for convention appearances.

Monster Minds — Puzzle Game for Android and iOS

Highly extensible game written in Haxe using OpenFL and Flixel. Uses an API toolchain to compile into C++ or Java, then native code for web and mobile devices. Graphics were created using Adobe Photoshop and Illustrator. Animation rigging was done with Spine and output as JSON for a custom animation system extended from SpineHaxe API.

CatStax — HTML5 Puzzle Game

HTML5 puzzle game created for web and mobile devices (using Adobe PhoneGap). Uses CreateJS suite of Javascript libraries to manage Canvas display elements and sound effects. Graphics were created using Adobe Illustrator.

Beast Games

Founder (Part-Time), August 2008 – January 2011

Avalanche — Flash Game designed for Web

Smash-hit flash game with over 60-million plays as of 2014. Simple addictive 2D jump and dodge gameplay. Licensed for numerous gaming websites including Disney XD, Kongregate, Andkon, etc. Integrated with numerous company-specific API's.

Hi-Com Security

Security Officer November 2009 – January 2011

Security Officer primarily serving the Palo Alto Jewish Community Center as well as other Hi-Com contracted properties. Experience working in teams and dealing with tense or time-sensitive situations.

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SKILLS

Programming / Development

- Object-oriented programming
- Systems Architecture
- Algorithms & Data Structures
- Database management
- Cross-platform development (PC, Android, iOS)
- QA Testing
- Marketing

Design

- Game Design
- UX and UI Design
- Frontend web design

Art / Animation

- Vector and Pixel Art
- 2D Animation Rigging

LANGUAGES

C#, Java, ActionScript 3, Haxe, PHP, HTML5, SQL, Javascript, JSON, XML, Python

SOFTWARE

FlashDevelop, Eclipse, Adobe Photoshop CC, Adobe Illustrator CC, Flash, Brackets, Spine, Aseprite, Git, Microsoft Office, Google Docs

CERTIFICATIONS

Java SE 8 Programmer I

AWARDS

PAX 10 - Top 10 Indie Games
Awarded for Super Avalanche at PAX Prime 2014

EDUCATION

San Jose State University
BA Political Science
August 2006 - May 2009

Southwestern College
Transfer
August 2004 - June 2006