PETER KAUFMAN

CONTACT

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Omaha. Nebraska

www.reallygreatsite.com

EDUCATION

2022-May 2026
WICHITA STATE UNIVERSITY

- Bachelor of Applied Arts in Media Arts - Game Design (Magna Cum Laude)
- Minor In English Lang & Literature

2018-2022
WICHITA HIGH SCHOOL EAST

- High School Diploma
- 3.73 Cumulative GPA

SKILLS

- Collaborative Game Design and Development
- Creative and Narrative Writing
- World Building
- Communication & Teamwork
- Organization & Problem Solving
- Time Management
- Attention to Detail

HOBBIES

- Developing & writing fictional worlds
- Playing games/sports with friends and family
- Dungeons and Dragons - have run 2 custom campaigns, 4 one-shots, played as a player for over 6 years

WORK EXPERIENCE

Game Designer and Developer 2022 - 2026
Shocker Studios

- Involved in group and personal video/board game projects in a studio environment.
- Developed extensive knowledge of coding and level design in Unreal Engine 5, as well as experience in modeling, texturing, and rigging in Autodesk Maya.
- Worked on 15+ world building and creative writing projects.
  - Analoria - personal project that has been curated for over 7 years mainly within its own setting book (akin to Dungeons & Dragons setting material)
  - Tome of Stories - short stories of the different perspectives and events within the world of Analoria
  - Divinity series - short form poems of every deity within the world of Analoria
  - Longer form short stories - *Raven's Rot*, *The Witchlight Princess*, and *Raddish*
- Narrative design lead or part of the narrative team on projects including but not limited to:
  - *Wroughted Iron* - Game/Sci-fi
  - *Restoration Station* - Game/Cozy
  - *Cromwell's Safehouse* - Game/Puzzle/Modern
  - *Anna's Animatic* - Animation/Dark Academia
  - *Colossus* - Game Concept/Dark Fantasy

Warehouse Stocker July 2026 - Present
Oriental Trading Co.

- Lifting heavy weight boxes and pushing units to replenish the stocking section of the fullfilment center. Involves attention to detail, time management, organizational skills, and trouble shooting.

Arcade Attendee 2022 - 2026
The Arcade

- In charge of the Arcade floor. This involved supervising, fixing, and cleaning traditional arcade and pinball machines. As well as running the arcade podium handling cash and making sales involving promotions and memberships. Communication skills, customer service, cleaning and restaurant experience.

Sales Associate 2020 - 2022
Journey's Kidz

- A sales associate and worked the back room stock. Helped customers in buying shoes and other apparel from the store floor to the cash register. Also cleaned throughout the store and worked on organizing and stocking the back shelves.