Peter Langmayr

Game Designer

https://www.linkedin.com/in/peter-langmayr-34657882/

Peter.Broockle@gmail.com || (424) 385 3752 || San Francisco, California

Projects

Kotoba Quest (04/2022 - 05/2023)
-An Edutainment RPG where you learn Japanese by building sentences.
(MFA Thesis Project)

Plague (09/2022 - 12/2022)
-Point&Click Adventure Game in Unreal 5.
(Collaborative Project)

Garuda (04/2020 - 05/2020)
-Metroidvania style platformer, based on a Hindu Fable, made with Construct 2.

Crash Rash (2018 - 2022)
-Unity Game for Mobile. You control a car and dodge traffic and when you crash you get a score and simulated car crash physics.

Skills

Game Engines

- Unity/C#
- Unreal/Blueprint

Building Assets

- Photoshop
- Maya

Languages

- **English**
  Professional Capacity

- **German**
  Professional Capacity

- **Japanese**
  Limited Proficiency

Education

Academy of Art University - *San Francisco*
MFA - Game Development
2020-2022

SAE Institute - *Vienna*
Bachelor of Arts - Interactive Entertainment
2012-2015

Work Experience

Langmayr Real-Estate - *Vienna* - 2017 - 2020
Operations Assistant

Austrian Red Cross - *Vienna* - 2009
-Organizing donated pharmaceuticals
-Cleaning Equipment