



PETER SPANOS

Level Designer + Game Developer

PROFILE

I recently graduated with a Bachelor of Computer Information Sciences from Vega Johannesburg. My degree specialized in game and interactive media design and set me up to have a general knowledge and skill in all aspects of game development. However, I mainly enjoy level, world and character design. I have proficiency in rigging, modelling and animation as well as coding and concept art talents.

In my free time, I enjoy creative outlets such as painting, drawing, writing as well as creating my own games to share amongst my friends.

CONTACT

WEBSITE:
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HOBBIES

Drawing
Cooking
Miniature Painting
Writing
Gaming

EDUCATION

De La Salle Holy Cross College Junior and Highschool

2005 - 2018

Half Colours for my high school Debate Team

Half Colours for academics

First Team Rugby scroll

Five Distinctions in Matric

Vega School

2019 - 2021

I participated in 3 game jams throughout the degree.

I, along with 3 of my peers, designed a serious game as part of our Work Integrated Learning module.

WORK EXPERIENCE

The Boiler Room Productions Unity Developer

02/2022-12/2022

I was mainly responsible for creating detailed VR simulations used in the training of miners in the complex machinery used underground.

However, I also worked on a metaverse office space for mobile devices that allowed employees to socialize with each other and log work hours among other features.

Forge Academy and Labs Unity Developer

01/2023-Present

I am responsible for developing a VR training software that educates users on the nuances of beekeeping to create wealth and entrepreneurial opportunities for users in rural areas.

SKILLS

