

Peter Dobbins

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ABOUT ME

I am passionate about programming and game development. I have been programming in multiple languages for over ten years in a variety of projects. I'm looking to build my work experience through internships and other opportunities.

TECHNICAL SKILLS

Programming Languages: C, C++, Rust, C# (.NET), Java, Python, Go, HTML, JavaScript, TypeScript, CSS, NodeJS

Software: Windows, macOS, Linux, Visual Studio, Eclipse, IntelliJ, Git, GitHub, Office 365

EDUCATION

University of California, Santa Cruz

Fall 2023 – Present

Studying Computer Science: Game Design.
Dean's Honors List with overall 3.87 GPA

Diablo Valley College

Fall 2021 – Summer 2023

Attended while in high school. Followed the Computer Science degree path.

California High School

Graduated June 2023
with Highest Honors

WORK EXPERIENCE

The Steam Foundation

Program Director, Video Game Development

January 2022 – May 2023

- Taught the multi-week Game Development course.
- Taught the multi-week beginner Java Programming course.
- Created and maintained my own curriculum for the Game Development course.
- Hired and managed instructors.
- A key member of the leadership team.

Alameda County

Software Developer Summer Intern

June 2021 - August 2021

- I was the primary frontend developer for the Seasons of Sharing web application.
- Worked directly with customers.
- Conducted live demonstrations.
- Worked with other teams within the department to develop the application.

ACTIVITIES

Game Development Projects

2018 - Present

- Developed many games using different languages, libraries, and frameworks.

Slug Security, UC Santa Cruz's Cyber Security Club

Fall 2023 - Present

- Club Officer (2024-2025)
- Currently participating in competitions for: *MITRE's Embedded Capture the Flag*, *National Collegiate Cyber Defense*, and *NSA Codebreaker*.