

Peter Oliveira-Richter

Software Engineer, Interactive Designer,
& Creative Technologist for 25 Years

- Mobile, Desktop, VR/AR, Console, Web -

(925)-524-8587 | itgoesboink@gmail.com

Website: <https://itgoesboink.com>

Reel: <https://youtu.be/3MY0l3nPvYw>

LinkedIn: <https://www.linkedin.com/in/pete-richter-464a5544/>

INTRODUCTION

Interactive Designer and Software Engineer of 25 years, specializing in creating multi-platform experiences for VR, AR, mobile, desktop, console, and the web. I work primarily in Unity3D and Apple platforms, though have experience with Android and Quest devices as well, as well as console development.

Experience as a professional programmer, artist, animator, app/game designer, and more. Worked with a wide variety of technologies, platforms, and devices. My work blends art, engineering, and human psychology into cohesive, intuitive, and memorable interactive experiences.

Currently seeking teams in need of Senior Unity3D Development, talent, or management for games, educational content, simulations, apps, and more.

Please take a moment to view a demo reel of some of my latest work:

<https://youtu.be/3MY0l3nPvYw>

SELF EMPLOYMENT

It Goes BOINK! / Supafabulus, Walnut Creek, CA — Owner

Nov 2022 - Present

Freelance and independent Unity application and game development for mobile, desktop, VR, AR, console, and web. Currently working on multiple projects, including VR TrackPainter:

 VRTrackPainter Short

STUDIO & CONTRACT ROLES

RocketPoodle, Portland, OR — Co-Founder, Senior Engineer

Jan 2023 - Jun 2025

Developed a multi-material creative VR application which integrated a variety of disparate systems, such as procedurally generated geometry, particle effects, and 3D fluid simulations.

Elite Sports Gaming, New York, NY — Senior Game Engineer

June 2022 - Nov 2022

Designed behavior-based camera system for handling a wide variety of scenarios within an online American Football game. Modernized legacy game code to integrate with deterministic networking.

Nissan, Dublin, CA — Lead VR Driving Simulation Designer & Engineer

July 2021 - March 2022

Designed and developed VR driving simulator for testing next-gen, safety features. Created navigation network system for autonomous driving agents, and believable player car interior with active mirrors. Designed a city structure population system with district control, building and element randomization, including a modular player-agent interaction scenario design system.

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STUDIO & CONTRACT ROLES (continued)

IGT, San Francisco, CA — *UI Developer, Toolkit Engineer, Virtual-Reality Engineer*

Jan 2013 - Nov 2017

Designed and developed end-to-end auto-localization toolkit for localization artists, reducing game translation time by 90%. Lead studio efforts in R&D for Virtual Reality, developing a variety of wager-focused prototypes, including a multiplayer obstacle course challenge.

Electronic Arts, Redwood City, CA — *Mobile Game User Interface Developer*

Sept 2020 - Oct 2020

Provided UI Development and Asset Pipeline Modernization support for one of EA's newest strategy titles for mobile. Created analysis rules for Unity's new Addressable Assets system. Implemented a variety of content-driven user interfaces.

Mark Thomas, Walnut Creek, CA — *Augmented-Reality UI Developer*

Nov 2018 - Apr 2019

Developed a variety of AR prototypes in Unity3D with Vuforia Engine for displaying 3D models of civil engineering improvements to clients, superimposed upon existing printed aerial views. Other prototypes included geo-located visualization of said improvements.

Redwood Systems, Fremont, CA — *UI/UX Designer*

Aug 2012 - Oct 2012

Provided modular UI designs and user flows for management software used for configuring commercial building and lighting automation.

Nextive/Globant LLC, San Francisco, CA — *Senior Software Engineer, UI Developer*

Apr 2011 - Jun 2012

Served as lead/sole developer on various social games. Provided technical art direction, and built a game prototyping framework for team developers to begin transitioning to Unity3D.

VideoEgg, San Francisco, CA — *UI & Toolkit Developer*

Apr 2011 - Jun 2012

Created dynamic ad-units for many widely known brands using an industry-leading ad framework. Designed and developed plugins for production artists, such as a configurable Google Maps display, and particle effects engine.

Handipoints, Oakland, CA — *Creative Director, UI Designer*

Apr 2007 - Dec 2007

Crafted a complete re-brand of company, as well as redesign of website and promotional material. Created interface designs for both child and parent facing products.

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EDUCATION

St. Louis Community College, Associate Fine Arts - (Incomplete)

Sept 2000 - Feb 2002

Coursework in various creative topics including several levels of figure drawing, graphic and product design, and character rigging and 3D computer animation.

VR/MR AVATAR DEVELOPMENT EXPERIENCE

- Extensive work with various forms of inverse kinematics
- Worked with various types of VR locomotion
- Worked with various types of avatar pose approximation
- Experience with 3D character rigging (Maya)
- Some experience with Blender

PROGRAMMING LANGUAGES

- C#
- HLSL / CGSL Shader Code
- Objective-C
- HTML5 / JavaScript / PHP
- HaXe

Some:

- C/C++
- Swift
- TypeScript
- SQL/MongoDB

TECHNICAL SKILLS

- Object-Oriented Programming
- Entity-Component System (ECS) Architectures, including DOTS, And Photon Quantum
- Shader Programming
- Custom UI Engineering
- Procedural Art/Animation
- Toolkit Development
- Application Architecture
- Full-Stack Development
- Rapid Prototyping
- Unit Testing

SOFTWARE PROFICIENCY

- Unity3D
- PlayCanvas
- XCode
- Visual Studio
- IntelliJ Platform
- Autodesk Maya
- Blender
- Photoshop, Illustrator, Animate, AfterEffects, Premier, etc.
- Apple Final Cut Pro & Logic

PROFESSIONAL SKILLS

- JIRA
- BaseCamp
- Pivotal
- ClickUp
- Agile: SCRUM, Waterfall
- Professional Instructor
- Experienced Presenter

CREATIVE SKILLS

- UI/UX Design – 2D & Spatial
- Interactive Storytelling
- Graphic Design
- Illustration
- Concept Design
- 2D Animation
- 3D Animation
- Character Rigging
- Typography Design

VERSION CONTROL SYSTEMS

- Perforce
- PlasticSCM
- Git (w/ LFS)
- SVN
- CVS