

# Peter Burroughs

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(419) 806-2470

## RECENT EXPERIENCE

### Lead Artist

*May 2017-February 2018*

Great Lakes Reality Labs, Lansing, MI

- Produced concept art and style guides to assist the art/design teams in creating virtual reality simulations and games

### Concept Artist

*August 2013-May 2017*

Michigan State University, East Lansing, MI

- Worked in the Games for Entertainment and Learning Lab (GEL)
- Partnered with artists, designers, and programmers in teams of 4-8 to create entertaining and educational games for clients
- Titles:
  - Dream Racer, 2016
  - Tahir's Playbook, 2016
  - Saving Draggy, 2014-2016
  - Kerem B'Yavneh, 2014-2015
  - Saving With Piggy, 2014-2015
  - We've Got Issues, 2013-2014
  - Sparks of Eternity, 2013-2014

### MSU Extra Life Organizer

*November 2016*

- Organized a gaming marathon to raise money for Children's Hospitals
- Recruited over 30 participants and raised \$2,200

### TEDxMSU Speaker

*February 2016*

- Creating New Worlds: A Journey Through Video Game Design

## EDUCATION

### Michigan State University (MSU), East Lansing, MI

*May 2017*

Bachelor of Arts, Media and Information

Minor in Game Design

GPA: 3.74

## HONORS AND ACTIVITIES

- Spartasoft (MSU game design club), 2013-2017
  - President 2017, PR Officer 2013-2016
- MSU Karate Club, 2013-2017
- MSU Ballroom Dancing Club, 2014-2017
- MSU Honors College, 2013-2017

## SKILLS

Proficient in:

- Adobe Photoshop
- Adobe Illustrator
- Unity
- Autodesk Maya
- 3D-Coat
- Traditional drawing