

# Andre Robert Peters

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## GAME DEVELOPER

### EXPERIENCE

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#### Freelance Unreal Engine AI Developer, Emotions-Gaming

01/2026 – current

- Creating NPCs and Enemies for a unannounced game in Unreal Engine

#### Developer, Self-employed

05/2025 – current

- Developing games, making tools for development and freelancing for smaller studios to help them with QA and Programming

#### Developer and Producer, Gentle Troll Entertainment

06/2023 – 05/2025

- **Tavern Talk:** Award winning Indie Game whose development I supported with additional programming and production work.
- **The Unstoppables 2:** I was the main producer and coder at this sequel of the renowned serious game 'The Unstoppables'.
- **NeuroCogGames:** Serious game that will be used in the research of alcoholism where I worked as the main coder and did producing.
- Actively worked on the companies' infrastructure with a focus on pipelines and the documentation of workflows and software.

#### Tournament Organizer, Community Manager & Vendor, Y-Magic

01/2019 - 05/2023

- Organized Trading Card Game Tournaments and helped managing the local Yu-Gi-Oh community

### SKILLS

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#### Technical

C#, C++, Blueprints, Unity, Unreal, Git, Jenkins, Miro, Codecks, Trello

#### Professional

Gameplay Development, UI Development, AI Development, Game Design, Mobile Development, Project Management

#### Interpersonal

Self-Reflection, Teamwork, Communication, Creativity, Analytical thinking, Leadership

#### Languages

German (first language), English (fluent)



### PERSONAL

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#### DATE OF BIRTH

10<sup>th</sup> of April 2001

#### ADDRESS

Am Burghof 31B  
60437 Frankfurt, Germany

#### NATIONALITY

German, Romanian

### Education

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#### B. Sc. Games Programming

SAE Institute Germany  
03/2022 – 03/2023

#### Diploma Games Programming

SAE Institute Germany  
09/2020 – 03/2022

### CONTACT

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#### Portfolio

adepeters.com

