

AVERY PETERSON

Interactive Media Developer

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WORK EXPERIENCE

3D ARTIST

Camosun Innovates — Summer 2025

- Developed 12 procedural 3D assets for a VR project, optimizing assets for real-time applications.
- Created custom textures and materials using Adobe Photoshop to achieve realistic surface detail and visual consistency.
- Collaborated with a team to deliver a cohesive, production-ready asset library aligned with project requirements.

SUPERVISOR

Brentwood Bay Village Emporium — Summer 2022 - Fall 2024

- Led a team of 17 staff, improving operational efficiency through effective task delegation and workflow optimization.
- Facilitated communication between front-end and back-end teams to resolve workflow challenges and improve team coordination.
- Identified customer and operational pain points and implemented process improvements to enhance the customer experience.

PROJECTS

EMPIRE DONUTS UX/UI REDESIGN

Figma Prototype — Spring 2026

- Designed and prototyped a new website experience with improved navigation, user flow, and visual design.
- Created a UX analysis document outlining the current site's strengths, pain points, and design improvements.

EDUCATION

Interactive Media Developer

Diploma - Camosun College

Fall 2024 - Summer 2026

Bachelor of Computer Science

University of Victoria

Completed two years

High School Diploma

Deep Run - Richmond, VA, USA

Spring 2021

AWARDS

Claire Hotvedt Memorial Award

Awarded for demonstrating leadership qualities and excellence in computer science.

SKILLS

- React / React Native
- Javascript
- Adobe Creative Suite



BLOOM