BRYCE DESHOTEL

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EDUCATION

Academy of Interactive Entertainment   Aug. 2020 - June 2022
Associate's Degree Game Programming

Lacassine High School   Aug. 2011 - June 2020
High School Diploma

EMPLOYMENT

Market Basket, *Floor Worker*,   Oct. 2019 - Aug.
518 E Russell Ave, Welsh, LA 70591   2020

SKILLS

PROGRAMMING LANGUAGES: C#, C++
GAME ENGINES: Unity, Unreal 4
VERSION CONTROL: Perforce, Git

PROJECTS

Rogue Star   Jan. 2022 - June 2022
Rogue Star is a short 3D stealth game made in Unreal for a collage project.
As a programmer on this project, my tasks were programming the UI(except
the stealth bar) and level design.

ACTIVITIES

FFA, Soccer, Making Video Games