Jeremy Redente

Gameplay Programmer | Unity

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https://github.com/BurningJeremy/ProfessionalDevelopment/commits?author=BurningJeremy
| https://syncsketch.com/pro/account/553365986/home

Education

University of the Incarnate Word —

Animation Concentration (BFA)

Programming Minor

Current GPA: 2.96
Expected Graduation: May 2028

Technical Skills

- Languages: C#
- Game Engines: Unity
- Tools: Git, Visual Studio, VS Code, Maya
- Gameplay Animations.

Projects

Dungeon Store Simulator – Unity6
• Made a working first person movement system, with the player able to move and interact with items.
• Created a working store system for the player to spawn objects.
• Created a working, basic building system

IzoZombie Shooter – Unity6
• Made a working Character Controller and game to be played in an Isometric view.
• Designed a basic UI for the game
• Designed three different playstyles for the player to play as and choose upon opening the game