Cailey Bianchini

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**Cailey. M. Bianchini
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EDUCATION

David Thibodaux STEM Academy ,Lafayette La — Highschool
August 2011 - April 2020

Experienced 7 years in all STEM fields.

AIE, Location — *Game Programming Degree*
August 2019 - June 2022

Two years worth of programming in C# and C++ and allows full scale experience in big projects and gain connections.

PROJECTS

Happy Bytes — Congregational App Challenge
Our app won the 2019 congregational app challenge in our district.

Bread Crumbs — https://gluttonproductions.itch.io/bread-crumbs
A game created by my team called Gluten Productions. We experienced all the steps in creating a game.

Rogue Star — https://liquid-moon-productions.itch.io/rogue-star
A game created by my team called Liquid Moon Productions. A stealth-platformer game made within 6 months among students.

SKILLS

C#, C++, Python, Unity, Unreal

Gitkraken, Perforce

Documentation

CPR

AWARDS

2019 Congressional App Challenge

2014 2nd annual Robotics Challenge state wide

LANGUAGES

Japanese (elementary)

Spanish(elementary)

Sign Language(elementary)

Links

https://caileyb.itch.io/

https://www.linkedin.com/in/cailey-bianchini-9517081ba/

https://github.com/CaileyBianchini