

FRANKLIN PETERS

PROGRAMMER AT TRC

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SUMMARY

Game Programmer with 3+ years of experience! I know how to program in C++, C#, Unity, and Unreal Engine. Looking to expand my programming knowledge and gain more experience in the field working on just about any project. Great team member and very flexible with hours, pay, and type of work.

EDUCATION

Slidell High School	Jan. 2016 - June 2018
St. James High School High School Graduate 2020 I transferred from Slidell High to St. James in 2018.	Aug. 2018 - June 2020
Academy of Interactive Entertainment Associates of Occupational Studies and Game Programming 2022	Aug. 2020 - June 2022

EMPLOYMENT

Rouses, Produce Clerk, Lafayette, LA Down stacked pallets of fresh produce and organized as well as date them whilst putting them in the cooler. Also culled the department of old produce.	Jan. 2024 - Mar. 2024
TRC, Programmer, Home Programmer, App and Game Tester, and also worked with feedback to update apps.	Dec. 2022 - Current
Chick-Fil-A, Staff Member, Lafayette, LA Worked both in the kitchen and with the customers.	Sept. 2021 - Dec. 2022
Olive Garden, Busser, Lafayette, LA Cleaned Tables and occasionally assisted customers as well as stocked and refilled soda machines, tea, and coffee.	2020 - 2021

SKILLS

GAME PROGRAMMING: C++, C#, Markdown

TEAM WORK: Training others at CFA, Working with others on company projects.

SOFTWARE AND TOOLS: Microsoft Visual Studios, Unreal Engine, Unity, Git, Perforce, Trello, Plastic

PROJECTS

Item Generation A project with a complex game system that allows you to randomly generate weapons! (can be used in bigger projects)	Spring 2021 - Jan. 2022
Stratus Our major production project at AIE in which we made, pitched, and produced a game to Itch.io with trailers and documentation!	Jan. 2022 - June 2022