

# FRANKLIN PETERS

CHICK-FIL-A WORKER

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## SUMMARY

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Game Programmer with 2+ 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

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### 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

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**Chick-Fil-A inc., Team Member,**  
101 Meadow Farm Dr. Lafayette Louisiana  
Temp job for college and housing.

Sept. 2021 -  
Current

## SKILLS

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**GAME PROGRAMMING:** C++, C#, Markdown

**TEAM WORK:** Training at CFA

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

## PROJECTS

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### Item Generation

Spring 2021 - Jan. 2022

A project with a complex game system that allows you to randomly generate weapons! (can be used in bigger projects)

### Stratus

Jan. 2022 - June 2022

Our major production project at AIE in which we made, pitched, and produced a game to Itch.io with trailers and documentation!