Hunter Trahan

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SKILLS:

Languages-
- C#
- C++

Software-
- Unity
- Unreal Engine 4
- Raylib
- Perforce
- Git
- Microsoft Visual Studio

EDUCATION:

Academy of Interactive Entertainment— *Advanced Diploma*
August 2019 - July 2021

Gueydan High School — *High School Diploma*
August 2014 - May 2019

PROJECTS:

Wave Based Game System— January 3 - February 5, 2021
Demonstration of a wave based game system made using Unreal Engine 4.

Unity Pinball — May 3-9, 2020
A basic pinball game made using unity to demonstrate physics.

Dia Del Luchador — May 17 - July 22, 2020
An action platformer made in the style of classic arcade games.

Night Terror — January - June, 2021

Follow a young girl named Ashlynn as she awakes to her own nightmares. Explore a house. Deal with various creatures made from Ashlynn's own nightmares and decide whether she resolves them peacefully or removes them altogether.

AIE Game Jam
November 7-10, 2019
March 6-7, 2021