

JUDE MENTEL

CONTACT

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SKILLS

Game Development

Unity Engine

Unreal Engine 4

Github Desktop

Gitkraken

Visual Studio 2019

C#

C++

Perforce

Visual Studio 2022

Level Design

Gameplay Programming

Agile Methodologies

Git

EDUCATION

Academy of Interactive Entertainment

Aug. 2020 to June 2022

ACTIVITIES

Redball Technologies, Broussard, LA ·

Web development and Marketing Intern

June 2021
to Aug.
2021

Exposed to HTML coding and website element relocation

Designed advertisements for posting on Facebook

PROJECTS

ZenoJam5 - Lumaze

June 2022

My first game jam; I teamed up with two artists to create a game that fits the theme "Light Attracts Bugs."

Althea

Jan. 2022 to June 2022

The final project at AIE, I, with a team of one other programmer and three artists, were to create a game using Unreal Engine.

For this project, I managed the team. I mainly focused on creating the level's designs, however I also made the player's different methods of movement and functionality for the environment, as well as assisted in hooking up the animations the artists created for the player.

The Little NoteBoat

Apr. 2021 to June 2021

Last year's final project at AIE, I, with a team of two other programmers and three artists, were to create a game using Unity Engine. I designed the enemies as well as assisted the other programmers who were creating the player, the powerups, and the environment. I kept the other programmers focused on what needed to be done, and helped them when needed.