

# JUDE MENTEL

## CONTACT

---

✉ judeous@tutanota.com  
🌐 judeous.itch.io/  
☎ 337-580-3057  
📍 Lafayette, LA  
in linkedin.com/in/jude-mentel  
🔗 github.com/Judeous

## 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  
Java

## EDUCATION

---

Academy of Interactive Entertainment  
Aug. 2020 to June 2022

## ACTIVITIES

---

Redball Technologies, Broussard, LA · June 2021  
Web development and Marketing Intern 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  
My first 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.