

NICHOLAS MEYERS

■ EMPLOYMENT ■

Academy of Interactive Entertainment 537 Cajundome Blvd,
Lafayette, 70506

Intro Course Oct. 2022 - Nov. 2022, Jan. 2023 -
Instructor Feb. 2023

Instructed potential students over the course of four Saturdays. I went over everything that would be covered in the first week of class which went up to finishing the first assignment. That assignment was done in C# using Microsoft Visual Studio.

O'Reilly Auto Parts 101 N University Avenue, Lafayette,
LA 70506

Delivery Specialist / Manager in Aug. 2020 - Jun.
Training 2021

Delivered parts from a hub store to other O'Reilly stores in the area. Also assisted in managing the store when needed.

■ PROJECTS ■

Skyline Shredder Jan. 2023 - Jun. 2023

Made the boost and bounce pads. Also developed the time trial system and built out some of the level.

Dead Man Jack May 2022 - Jun. 2022

Helped work on the player, including the power ups that the character gains when grabbing an enemy. Also made sure all animations ran properly.

■ ACTIVITIES ■

Success Center - Academy of Interactive Entertainment Aug. 2022 -
Jun. 2023
· Success Team Member

Assisted newer students with projects that they were working on, helping them fix bugs or sort out errors. Success Center would occur once every two weeks.

■ CONTACT ■

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■ EDUCATION ■

Academy of Interactive Entertainment Aug.
2021 - Jun.
2023

Advanced Diploma in
Game Programming 2023

■ SKILLS ■

COMMUNICATION

Public Speaking

Talking with Clients

Organizing with Team
Members

Teaching Newer Employees
Training

MANAGING

Utilizing Team Members
Strengths

Understanding Team
Weaknesses

TEAMWORK

Cooperation

Able to Learn Quick

Not Afraid to ask Questions