NICHOLAS MEYERS

■ EMPLOYMENT ■

Academy of Interactive Entertainment
537 Cajundome Blvd, Lafayette, 70506

Intro Course Instructor
Oct. 2022 - Nov. 2022, Jan. 2023 - 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 Training
Aug. 2020 - Jun. 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.

■ VOLUNTEERING ■

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

537 Cajundome Blvd, Lafayette, 70506

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 ■

PROGRAMMING
C#
C++
HTML
Java
CSS
Markdown

APPLICATIONS
Unity
Unreal 4
Visual Studio
CLion
IntelliJ
Perforce
Git