

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

Jun. 2023

Advanced Diploma of

Professional Game

Development

■ SKILLS ■

PROGRAMMING

C#

C++

HTML

Java

CSS

Markdown

GLSL

APPLICATIONS

Unity

Unreal 4

Visual Studio

CLion

IntelliJ

Perforce

Git