RAVIS SAVOY
GAME PROGRAMMER

▶ Education

Academy of Interactive Entertainment Aug. 2021 to Dec. 2023
Associate of Occupational Studies in Game Programming 2023

▶ Employment

Raising Cane's New Iberia, Louisiana
Certified Traner Aug. 2021 to Current
I provide personalized training to cane's members, helping them learn our industry standards.

▶ Projects

B-Force Jan. 2023 to June 2023
I worked with a group comprised of three artist and three programmers over the course of six months using Unreal engine. I was mainly involved in the creation of some major gameplay features like obstacles and time Managers.

Yokai Invasion May 2022 to June 2022
I worked on a small production with a group comprised of three artist and three programmers created using Unity. I focused on the creation of main gameplay systems like player attacks, the power up system, and enemy behaviors.

▶ Contact

✉ ravissavoy@gmail.com
in linkedin.com/in/ravissavoy
⌂ github.com/RavisSavoy47

▶ Skills

PROGRAMMING LANGUAGES
C#
C++
HTML
CSS
Markdown

APPLICATIONS
Unreal Engine 4
Unity
Perforce
Git
Visual Studio Code