RAVIS SAVOY
GAME PROGRAMMER

▸ Education

Academy of Interactive Entertainment   June 2023
Associate of Occupational Studies in Game Programming

▸ 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

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▸ Skills

PROGRAMMING LANGUAGES
C#
C++
HTML
CSS
Markdown

APPLICATIONS
Unreal Engine 4
Unity
Perforce
Git
Visual Studio