

# RAVIS SAVOY

## GAME PROGRAMMER

### ► Employment

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

### ► Projects

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**B-Force** Jan. 2023 to June 2023  
It's my second year project from AIE, that 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  
It was my first experience in working on a small production with a group comprised of three artist and three programmers created using Unity. While working on this game, I was the one who focused on the creation of main gameplay features like player's attacks, power-Up system, and enemy behaviors.

### ► Contact

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**github** [github.com/RavisSavoy47](https://github.com/RavisSavoy47)

### ► Education

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**Academy of** Aug.  
**Interactive** 2021 to  
**Entertainment** Dec.  
**(AIE)** 2023  
**Associate's Degree Game**  
**Programming 2023**

### ► Skills

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#### PROGRAMMING LANGUAGES

C#  
C++

#### APPLICATIONS

Unreal Engine  
Unity  
Perforce  
Github