

## Summary

Game Programming graduate from The Academy of Interactive Entertainment. Adept at a multitude of programming languages.

## Education

**Academy of Interactive Entertainment** Aug. 2019 to July 2021  
Advanced Diploma of Professional Game Development in Game Programming 2021

## Projects

**Night Terror** Jan. 2021 to June 2021

A short thriller based on a young girl dealing with the night.

- Made in Unreal 4
- Collaborated with a team of 5 people comprising of 3 artists and 2 programmers
- Created player controller, several item systems, one of the enemies, and the dialogue system

**Ouroboros Quest** May 2020 to July 2020

A small hack and slash game that cycles through various levels.

- Made in Unity
- Collaborated with a team of 6 people comprising of 3 artists and 3 programmers
- Created the player controller, maps, level transition, and the final boss

**Guardian** Apr. 2021 to Apr. 2021

Created as part of an eight hour gamejam hosted by Academy of Interaction Entertainment, Lafayette Louisiana campus. You play as a small creature who can unleash a guardian to defend itself from waves of enemies.

- Created in Unity
- Eight hour game jam
- Single person team for programming
- Art assets were provided by the school hosting the game jam

**SpaceWars** Dec. 2019 to Dec. 2019

A small bullet hell that shows off a variety of projectile attacks, collision, and cycles through various stages.

- Made in Raylib

## Skills

### PROGRAMMING

C++  
C#  
Python  
GDScript  
Java  
Javascript  
HTML 5  
Lua

### SOFTWARE

Unreal Engine 4  
Godot  
Defold  
Unity  
Raylib  
Clausewitz

### SOURCE CONTROL

Git  
Perforce

### LANGUAGES

English  
Japanese