

SHELTON THOMAS

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in
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Game programmer
looking to expand
my portfolio and
interested in working
with teams.

Skills

GAME ENGINES

Unity
UE4

PROGRAMMING LANGUAGES

C#
C++

LANGUAGES

English
French

Education

Academy of Interactive Entertainment
Advanced Diploma Professional Game Development in Game
Programming
July 2021

Projects

Gestalt

Game made in UE4 where the player platforms as a moth on a journey to find a new home.

- Helped with early prototyping
- Created the stamina system
- Create the menu system

Portals Demo

Demonstration of portals made in C++ in UE4.

Labyrinth of the Crystal Cheese

Game made in Unity where the player races against the cat in the Labyrinth to collect the most cheese.

- Worked on menu system and UI programming
- Worked on mouse and cat movement
- Worked on programming the point system
- Worked on porting over certain assets to the engine
- Work on the animation trees for the cat and mouse character

Runner Game

Auto scrolling shooter game made in Unity and made with WebGL in mind.

Asteroid Game

Asteroid game made utilizing C# and RayLib.

Awards

1st in District Rally for Computer Science 1
Rally is a test of knowledge between students in the district.
2019

Volunteering

Lafayette High School French 6 class
Spent a day at the library with kids interested in the French language teaching them new words and phrases.
2019

AIE I-Day

Academy of Interactive Entertainment

Instructed a demonstration making Rock Paper Scissors with Windows Forms in C# at Academy of Interactive Entertainment's Interactive Day.