

TERRICK THIBODEAUX

GAME PROGRAMMING/GAME DESIGNER

Summary

I'm a passionate Game Programmer and Game Designer from Louisiana. With a lifelong love for gaming, I've always been fascinated by the power of games to bring people together and provide enjoyment. Pursuing my passion, I attended the Academy Of Interactive Entertainment for Game Programming to acquire the knowledge needed to create captivating games. Now, I'm actively seeking a job opportunity where I can utilize my skills to develop games. I have successfully developed and launched two games on itch.io, one using Unity and another using Unreal. Additionally, I am proficient in C++ and C# programming languages, and I have hands-on experience with source control systems like GitHub and Perforce, as well as task management tools like Trello. Feel free to connect with me on Linktr.ee to explore my work and discuss exciting game development opportunities. <https://linktr.ee/terrickthibodeaux>

Employment

Subway Shift Lead

4335 LA-24, Bourg, LA 70343
Aug. 2020 to Sept. 2021

As the Shift Lead, I was responsible for overseeing the daily operations of the store. This included holding the keys to open and close the establishment. I also participated in various tasks, including sandwich-making, food preparation, and maintaining cleanliness throughout the restaurant. Moreover, I diligently managed inventory and consistently reconciled the cash register. Furthermore, I played a crucial role in training new employees.

Walmart Stocking Associate

2428 W Pinhook Rd, Lafayette, LA 70508
Aug. 2021 to Current

As a Stocking Associate, my responsibilities encompassed a range of tasks, including stocking freight, managing storage bins, and unloading cargo trucks.

Projects

Mike And Chip

Jan. 2023 to June 2023

Mike And Chip is a game that I helped make I served as a Game Programmer as well as Game Designer. I worked on Level Design, Gameplay Design/Programming, Audio Design/Programming and UI. We were given 6 months to make a game in Unreal Engine. We made the game from preproduction planning the game and pitching. I managed the time given to complete the game as well as assigned task to members of are team. We also used Source control Perforce and Task Management Trello.

HellHeim Pinball

Apr. 2022 to June 2023

Hell Heim Pinball is a game that I helped make I served as a Game Programmer as well as Game Designer. I worked on Level Design, Gameplay Design/Programming, and UI. We were tasked to make a arcade style game in 4 months. We planned the game from preproduction to completion, we made the ideal for the game as well as pitched it to a group. We managed the the time we were given to complete the project. We used Source control like GitHub as well as Trello for task management and the game it self was made in Unity.

Activities

Ambassador Aie · Ambassador

Aug. 2022 to July 2023

I would host events for the school as well as created events and clubs. I would also assist the marketing team in promoting the school to new students and others. I have been to Pax East and Rtx where I assisted the marketing team with enrollment and advertisement. I also ran the social media for the school where I would inform students of events and promoted the events we had. I was a leader for students and helped to create a safe fun place for students.

Volunteering

St.Joseph Dinner · Server 405 St John St, Lafayette, LA

July 2022 to July 2022

Helped serve food to the homeless community and the community.

Contact

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🔗 TerrickThib

Education

Academy of Interactive Entertainment

Aug. 2021 to June 2023

Associate Game Programming 2023

Skills: Trello · Game Development · Game Design · GitHub · C# · Unity · Perforce · Scrum Workflow · Unreal Engine · Project Management · C++ · Gameplay Programming

Skills

GAME PROGRAMMING

Unity
Unreal
C++
C#
Scripting

USING SOURCE CONTROL

Github
Perforce

TEAM MANAGEMENT

Making sure members are on task
Hold daily stand ups
Ability to plan projects
Ability to handle issues as they arise