

EDUCATION

Academy of Interactive Entertainment
Advanced Diploma Game Design 2017

Lafayette High School
2011

SKILLS

PROGRAMMING: C, C++, C#, Python, Lua, Unity, OpenGL, SDL, .Net, Unity VR w/ HTC Vive, ReSharper, .JSON, HTML, Visual Studio

EMPLOYMENT

JETSTREAME

Contract Programmer

Baton Rouge, LA
Sep 2017 to Current

- Develop videogames as designed by employer
- Work closely with an artist to implement art assets
- Contribute to projects while remote and on site

ID TECH

Instructor

Seattle, WA
Jun 2017 to Aug 2017

- Instruct a group of 8 students on the basics of programming in python or C#
- Teach students how to use Unity or pygame to create a graphics application
- Teach students how to design a video game from start to finish

ACADEMY OF INTERACTIVE ENTERTAINMENT

Teacher's Assistant

Lafayette, LA
Aug 2016 to Jun 2017

- Help students with programming questions and issues
- Assist students who fall behind in lectures to catch back up
- Problem solve technical issues encountered in programs

AT&T

Customer Care Representative

Lafayette, LA
Mar 2014 to Jul 2014

- Answer consecutive phone calls for 8 hours a day
- Assist customers with issues regarding their account
- Provide technical support with customers' devices

PROJECTS

CLOTH AND PARTICLE SIMULATION

Oct 2016 to Nov 2016

Unity C# project. Uses Hooke's law to simulate particle and cloth physics. Unity is used to render and for ease of portability, but this project does not use its physics engine.

OPENGL GRAPHICS ENGINE

Aug 2016 to Oct 2016

A C++ graphics engine using OpenGL as the renderer, and GLFW as the wrangler and input handler. Includes implementation of a transform class and hierarchy UI using ImGui. The UI also has the ability to change shader variables at runtime. Contains compiled examples of cameras and projections, texturing, phong lighting, and perlin noise.

METALLIC CLASHERS

Jan 2017 to Apr 2017

Final project for the 2nd year at AIE using Unity with C#. Match 3 game which contains a full 3D battle scene. Make matches to deal damage or reduce damage taken. Play through over 10 levels with multiple enemy types. Team of 6 people; 3 programmers, and 3 artists. Worked together to create the final application.

TOWER DEFENSE

May 2016 to Jun 2016

Unity C# project made for the 1st year final project at AIE. Lead software engineer in a team of 3 programmers. Responsible for version control and project management duties. Developed Publisher/Subscriber pattern, a progression system and UI using MVC pattern.

ELVUI ANIMATIONS

Jan 2016 to Feb 2016

Animation Plugin for the addon ElvUI. Written for World of Warcraft using LUA scripting. This addon provides an interface which allows the customization of animations to play whenever a loading screen finishes and also when combat starts and ends. This means the user can have the UI fade/slide/scale or a combination of animations whenever the UI is shown instead of it always appearing static. It was uploaded to curse here but only works with the game version 6.2.*

OPENGL / SDL FRAMEWORK

Oct 2015 to Nov 2016

A C++ framework made using OpenGL and SDL to create a simple way to display 2D graphics for the first year students. It has been updated recently to make it even easier to get started. Uses OpenGL fixed function programming. Check documentation here.