

SUMMARY

I'm a graduate from the Academy of Interactive Entertainment in Lafayette, Louisiana. I have experience in Unity and Unreal Engine, having finished projects in both. I'm a junior Game Programmer and Narrative Designer who enjoys collaborating with others and is always open to learn new things.

EDUCATION

Academy of Interactive Entertainment, Lafayette, Louisiana. · Aug. 2020 to Dec. 2022
Associates Computer Science 2022

PROJECTS

Wait, Paws, Rewind.

Feb. 2022 to June 2022

A 3D movement-based platformer where the player searches for a way to escape an ancient Egyptian temple.

This game was made with some fellow students at the Academy of Interactive Entertainment(AIE) in the end of my second-year.

I worked as the game mechanics programmer by creating the movement, dashing and targeting systems used to traverse the game's level and combat the enemies.

Taverner.

Apr. 2021 to June 2021

An arcade style bartender game where the player must fend off waves of patrons by serving drinks to them.

This game was made with some fellow students at the Academy of Interactive Entertainment(AIE) in the end of my first-year.

I worked as the gameplay programmer by creating the following in-game systems: Movement, Drink Serving, Point System.

SKILLS

PROGRAMMING LANGUAGES: C++, C#, Markdown

SOFTWARE & TOOLS: Unity, Unreal Engine 4, Visual Studio, Git, Perforce, Trello

SOFT SKILLS: Agile Methodologies, Communication