

DEONTAE ALBERTIE

PROFILE

Hard worker who gets along well with others. Been programming since 2018 with an understanding of java, C++, and C#.

WORK

LAB SPECIALIST – FULL
SAIL UNIVERSITY
2022 OCTOBER—2024 FEBRUARY

LEAD PROGRAMMER—
STRAWNWORKS GAMES
2022 OCTOBER—2023 DECEMBER

PROGRAMMER— ICE
BREAKER GAMES
2024 FEBRUARY—2024 OCTOBER

EDUCATION

BACHELOR OF SCIENCE
IN GAME DEVELOPMENT

FULL SAIL UNIVERSITY, WINTER
PARK, FLORIDA
2020—2022

CONTACT

EMAIL (Primary Contact):
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www.linkedin.com/in/deontaealbertie

PORTFOLIO:
degamebeast.github.io

SKILLS

Languages:

C++ (3 years),
C# (4 years),
Java (5+ years),
HLSL (1 year),
Html (1 year),
CSS (1 year)

Engines: Unity (4 years), Unreal engine (<1 year)

APIs: DirectX 11 (1 year), Photon PUN (1 year)

Understanding of: Multi-Threading

Specializing in: Tools Programming

Familiar with: Agile Methodology

PROJECTS

Ice Breaker Games Contract

2024 | Information Logging App | Unity Engine | team size 6

Software engineer

- Refactored and optimized codebase improving fps on mobile devices from less than 20 frames up to a consistent 90 frames.
- Implemented interactive UI for end-user data manipulation

Untitled TD Game

2022-2023 | Top-Down Shooter / Tower Defense | Unity Engine | team size: 5

Lead programmer

- Created initial codebase including:
 - Player input handling.
 - Server based network connections.
 - All major gameplay systems.
- Built menu UI and player HUD.
- Assigned tasks to additional dev team members.
- Conducted simple code reviews with team.

Excavate

2022 | Adventure Game | Unity Engine | team size: 4

Gameplay programmer | Network Programmer

- Handled network integration utilizing the PhotonPUN API.
- Managed global data and system settings script.
- Built quest system and created in game quest interfaces.
- Contributed to audio and camera logic.
- Maintained codebase integrity using Git.