

DEONTAE ALBERTIE

PROFILE

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

WORK

LEAD PROGRAMMER –
STRAWNWORKS GAMES

2022 OCTOBER—PRESENT

LAB SPECIALIST – FULL SAIL
UNIVERSITY

2022 OCTOBER—PRESENT

EDUCATION

BACHELOR OF SCIENCE IN
GAME DEVELOPMENT

FULL SAIL UNIVERSITY,
WINTER PARK, FLORIDA

2020—2022

CONTACT

EMAIL (Primary Contact):

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LINKEDIN:

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: Vulkan (<1 year), DirectX 11 (<1 year), Photon PUN (<1 year)

Understanding of: Multi-Threading

Specializing in: Tools Programming

Familiar with: Agile Methodology

PROJECTS

The Legend of the Little Wizard Who Hated Goblins Way too Much

Summer 2021 | Tower Defense Game | Unity Engine | team size 3

Gameplay Programmer

- Created tower selection, upgrade, and target acquisition systems.
- Handled menu navigation for main menu and context menus.
- Programmed and maintained the Game Manager script.
- Implemented visual feedback. Ex: Tile highlighting, mode indicators, etc.

Excavate

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

Gameplay Programmer | Network Programmer

- Wrote Network Manager script and facilitated network integration with gameplay mechanics.
- Created and maintained Game Manager script.
- Built bounty/quest system. Set up the bounty board to allow players to receive said bounties.
- Contributed to setting up of audio and camera logic.
- Ensured build stability and organization using GitHub.

The Colored Guardian

Summer 2022 | Platforming Game | Unity Engine | team size: 6

Gameplay Programmer

- Handled basic player movement.
- Programmed dash mechanic, breakable walls, death planes, camera logic, and menu buttons.
- Maintained build integrity.