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

PROGRAMMER– ICE BREAKER GAMES

2024 FEBRUARY–PRESENT

EDUCATION

BACHELOR OF SCIENCE IN GAME DEVELOPMENT

FULL SAIL UNIVERSITY, WINTER PARK, FLORIDA

2020—2022

CONTACT

EMAIL (Primary Contact):
DeontaeAlbertie@gmail.com

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: 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.