

# DEONTAE ALBERTIE

## PROFILE

Hard worker who gets along well with others. With a consistent ability to get assignments finished and meet deadlines.

## 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

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PORTFOLIO:  
[degamebeast.github.io](https://degamebeast.github.io)

## SKILLS

Languages:

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

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

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

Understanding of: Multi-Threading, Linux,

Specializing in: Tools and System 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.