

# DEONTAE ALBERTIE

## PROFILE

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

## 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](https://www.linkedin.com/in/deontaealbertie)

Portfolio:

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

## SKILLS

Languages:

C++ (2 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: Gameplay 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.