

# Gerald Hebert

504-657-0667 | [geraldhebert3@gmail.com](mailto:geraldhebert3@gmail.com) | [linkedin.com/in/gh3-compsci/](https://www.linkedin.com/in/gh3-compsci/) |

GitHub: [github.com/ghebert3](https://github.com/ghebert3)

## EDUCATION

**Louisiana State University (LSU), Baton Rouge, LA**

**Graduation Date:** May 2026

*Software Engineer, Computer Science*

*GPA: 3.22*

*Digital Media Arts & Engineering*

## SKILLS & INTERESTS

**Skills:** Drone Photography/Videography | 3D Printing | CAD Software: SolidWorks | Game

Development: Unity, Godot, Unreal Engine | GitHub | Agile Development | 3D Modeling | Arduino IDE

**Technical Skills:** Object Oriented Design | Computer Networks | Video Game Design | Compiler

Construction | Operating Systems | Digital Media | Languages: C++, C#, Java, Python, Ruby, HTML,

SQL, Bash, PowerShell

## PROJECTS

**AI Machine Learning Within Unity**

**July 2025 – September**

**2025**

- Developing a machine learning model in Unity using C# to build environments and Python to train machine learning models.
- Training and fine-tuning the model with reinforcement learning techniques to improve movement efficiency

**2D Educational Platformer Game Development in Unity**

**January 2024 – May 2024**

- Developed a 2D vertical-scrolling platformer game in C#, inspired by Doodle Jump, using Unity DevOps over a semester to meet project deadlines using agile practices to set up weekly meetings, set working times, fix bugs, and create new game mechanics
- Led a presentation for middle school students, educating them and creating interest in game development while gathering playtest feedback for bug fixes and design improvements

**3D Game Development and Version Control Management**

**September 2024 -Dec 2024**

- Created a 3D turn-based dungeon crawler in Godot, learning and implementing Godot's scripting language and translating scripts in C# for a group project in Object Oriented Design
- Collaborated with four groupmates as Gitmaster, managing push/pull requests, handling merge conflicts, and ensuring organized version controls using GitHub
- Simulated Agile development practices by organizing weekly sprints, holding regular meetings, and maintaining precise documentation to track bugs and feature implementation using Jira

**Mobile App Development**

**August 2025 - Dec 2025**

- Developed Whirl, an LSU-only social networking mobile app built with React Native (Expo Go) and Supabase, enforcing university email authentication for user safety
- Served as Gitmaster and team lead, managing repository structure, reviewing pull requests, resolving merge conflicts, and coordinating feature integration using GitHub
- Designed user flows, wireframes, and UI components in Figma, translating designs into responsive mobile interfaces

## WORK EXPERIENCE

**Certified Drone Photographer/Videographer**

**New Orleans, LA**

*Drone Photographer / Videographer*

**April 2023 - Present**

- Collaborated closely with clients to understand their vision and requirements, ensuring a personalized and memorable experience
- Operated and maintained drone equipment, ensuring optimal performance and safety during flights
- Demonstrated creativity and attention to detail by skillfully editing and enhancing video footage

## EXTRACURRICULARS

National Society of Black Engineers (NSBE)

Society of Asian Scientists and Engineers

Google Developer Student Clubs

Game Development Club

Bengal Bots Robotics

