

Gerald Hebert

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EDUCATION

Louisiana State University (LSU), Baton Rouge, LA

Graduation Date: May 2026

Software Engineer, Computer Science

GPA: 3.13

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 – Present

- 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
- Refactored multiple GDScript files to C# to align with object-oriented programming principles.

WORK EXPERIENCE

Freelance Construction Work

Algiers, LA

Construction Associate

December 2023 - June 2024

- Worked in a fast-paced workspace to finish within deadlines, demonstrated strong project management skills
- Fostered effective communication with clients and team members
- Achieved high client satisfaction through meticulous attention to detail and a commitment to delivering quality workmanship

Freelance Drone Photography/Videography

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