

Gerald Hebert

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GitHub: github.com/ghebert3

EDUCATION

Louisiana State University (LSU), Baton Rouge, LA

Software Engineer, Computer Science
Digital Media Arts & Engineering

Graduation Date: May 2026

GPA: 3.22

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 2025

July 2025 – September

- 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

