JASPER THIBODEAUX
GAME PROGRAMMER

Contact

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Education

Academy Interactive Entertainment, Lafayette, LA   Jan. 2020 to June 2023
Advanced Diploma of Professional Game Development in Game Programming 2023
GPA: 3.5

Projects

Hamburger Hell   Jan. 2023 to June 2023
This was a fist-person shooter I made with a team of six programmers and artists over five months. It was developed using Unreal Engine 4.27 and used Perforce for source control. I made the bullet, missile, gun UI, and menu UI. I also made controller support for the menus.

Game-art-demo   Dec. 2021 to Jan. 2022
Together with a partner, we made a third-person demo. We used Raylib and C++ and Git as source control. I made the enemy AI, input, health, collision, and start UI.

YokaiInvasion   May 2022 to June 2022
I made a third-person shooter with a team of six for three months. This grew using Unity and used Git for source control. I put in place the enemies, restart, and start menus. I helped with the movement of the ninjas and the player.

Skills

C#
C++
Unity
Unreal
Perforce
Git
OpenGL
HTML