

# JASPER THIBODEAUX

GAME PROGRAMMER

## PROJECTS

Hamburger hell Jan. 2023 to June 2023

My role was to make the bullet, missile, gun UI, and UI menu. I also made controller support for the menus. This was made in Unreal 4.27 using Perforce.

YokaiInvasion Dec. 2020 to Jan. 2020

The role that I chose was to make the enemies and restart and start menus. I helped with the movement of the ninjas and the player. The team was six people three programmers and three artists. And used Git.

Game-art-demo Dec. 2020 to Jan. 2020

I make the enemy AI, input, health, collision, and start UI.

## EDUCATION

Academy interactive Jan. 2020 to  
entertainment, Lafayette June 2023

## CONTACT



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## SKILLS

C++

C#

Unity

Unreal

Perforce

Git

GXXLX