

JASPER THIBODEAUX

GAME PROGRAMMER

Projects

Hamerbuger hell

Jan. 2023 to June 2023

The last project exiting my time at AIE. This project is a collaboration between game art, VFX, and programming classes to make games. This was made in Unreal 4.27 using the Perforce software to save owner work.

Math for games

Oct. 2020 to Nov. 2020

This was my first real project that I had to make a game that used 3d transforms to move and Scaling in.

Game-art-demo

Dec. 2020 to Jan. 2020

This was a collaboration with my first partner to make a demo displaying raylib and the animations.

Activities

Gaming

I love to see systems in games and test my self to figure them out or recreate them. And games are a good pass time for me.

Reading

I enjoy reading in my spare time when not playing video games.

Contact

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Education

Academy interactive entertainment, Lafayette

Jan.
2020 to
June
2023

Advanced Diploma of
Professional Game
Development in Game
Programming 2023

Learned how to code in C++, c#,
unity, and unreal engine in a
classroom resembling a casual
work place.

Skills

CODING LANGUAGES

C++

C#

Unity

Unreal